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TALES OF SYMPHONIA

OFFICIAL STRATEGY GUIDE

This game has received the following rating from the ESRB:

T

TEEN

CONTENT RATED BY ESRB

COVERS NINTENDO GAMECUBE™

By Dan Birlew

With Phillip Marcus

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GAME BASICS

Tales of Symphonia is a Role-Playing Game (RPG) in which you control a party of characters on a quest to save the world from utter annihilation. During the game you must explore towns, dungeons, and field areas to locate useful items and equipment to improve the combat abilities of the characters. Speak to key characters as well as average citizens to learn clues concerning the state of the world and the objectives that must be accomplished. Winning battles against enemies and monsters awards Experience Points to every party member, enabling growth and improvement. The more battles won, the easier combat becomes. As events unfold, the characters become drawn into a plot that develops and intensifies. Eventually, the party must battle a final enemy to save the world and win the game. This is only a brief summary to give you some notion of the long journey that awaits you.

This chapter is designed to introduce you to the basic functions and gameplay elements in *Tales of Symphonia*. For details on topics such as Techs, EX Skills, Compound Unison Attacks or Cooking, refer to the appropriate chapters for more detailed explanations.

MENU FUNCTIONS

Press the Y Button while exploring towns, dungeons and the field to open the Main Menu. All character management occurs in this menu.

Menu Controls

L Button/R Button

Switch to next party character in Tech, EX Skill, Status or Equip screen.
Switch to the next item type in Item screen.

START/PAUSE

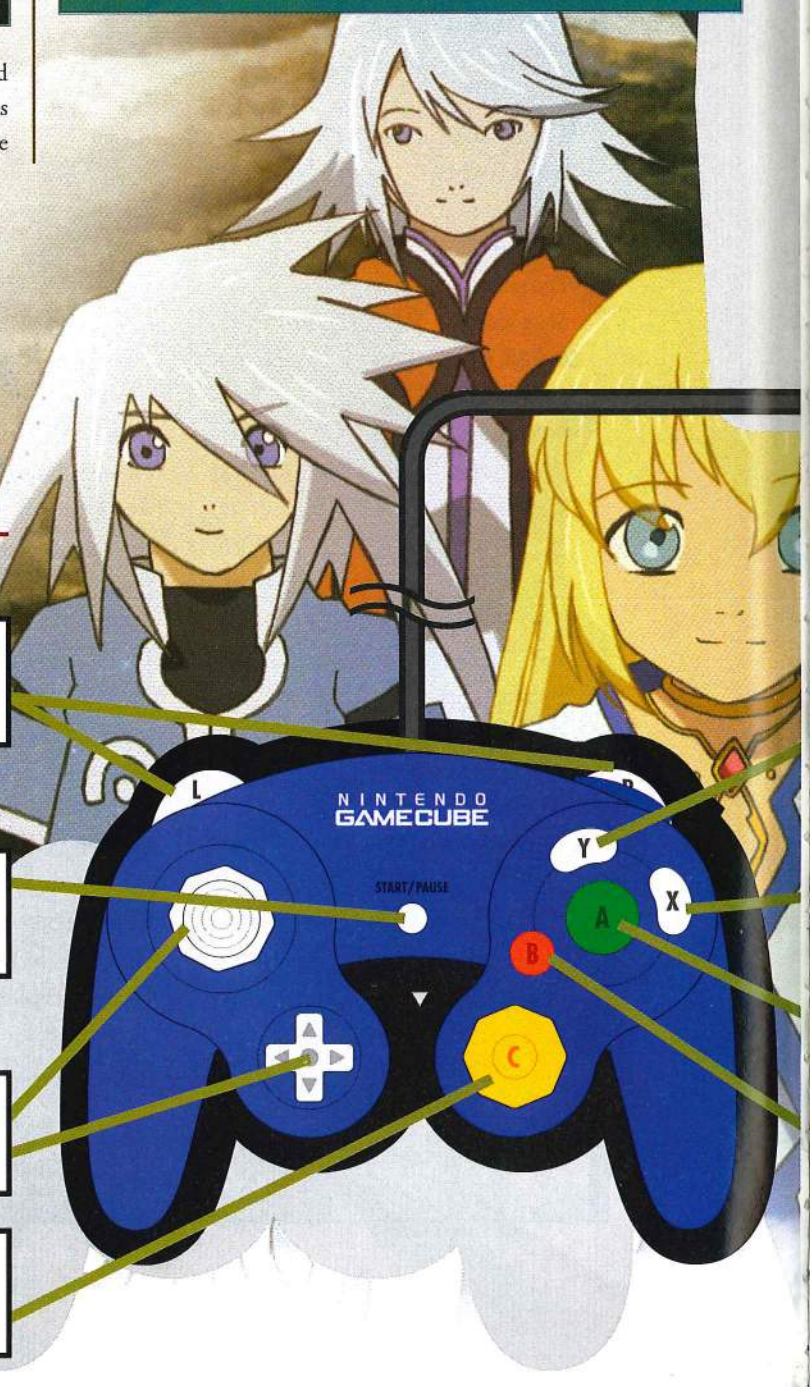
Switch between HP/TP display and Status display for all characters.
Toggle between Item Stats and Item Description when viewing items.

Control Stick/ +Control Pad

Move the cursor to highlight the desired menu function.

C Stick

Scroll the cursor down an entire page of entries or commands.
View the Status 2 screen in the Status Menu.



Y Button

Context-sensitive functions such as change party order when character is highlighted, toggle Auto Tech usage, sort equipment by parameter or alphabet, etc. Check each menu screen for specifics.

X Button

Context-sensitive functions such as remove Tech from shortcut control, remove equipped armor or accessory, etc. Check each menu screen for specifics.

A Button

Confirm choice or action where the cursor appears.

B Button

Cancel action or return to the previous menu screen. Exit menu.

Changing Onscreen Character

While viewing the Main Menu, scroll the cursor down until it points to one of the characters in the lower section of the menu. Select the character desired to appear onscreen as the representative of the party's position, and press the A Button to confirm your choice. The onscreen character flag appears beside the character.

ONSCREEN CHARACTER IS IMPORTANT

Sometimes NPCs react differently when approached by an onscreen character other than Lloyd. For instance, change the onscreen to Colette and interact with the dogs in any town or populated area. Colette gives every dog a name, and eventually gains a bonus title. When Zelos is the onscreen character, sometimes he can con women into giving him money or items when his "Personal" EX Skill is equipped. The onscreen character does not always have to be Lloyd!

Changing Party Order

While viewing the Main Menu, scroll down until any one of the party members is selected. Press the Y Button to select the character to move. The selected character's face appears in the top bar. Then select another character in the lineup to change places with.

Changing Combat Characters

The character at the top of the party order in the Main Menu can be controlled during battles using the controller plugged into controller socket 1 on the console. Additional players can control the second, third, and fourth characters in the party by plugging controllers into the corresponding sockets. Between battles, try not to fight over who controls the onscreen character or when to open the menu. Agree as a team, since that is the only way to win!

Using Items

Items can be used during combat to recover HP and TP, and to cure Status Effects. Items can also be used at any time between battles by opening the Items screen of the Main Menu. Items are divided into nine categories: New, Tools, Weapons, Armor (Body, then Head, then Arm), Accessories, Food and Key Items. Press the L or R Buttons to change categories, or move the cursor to the icons in the upper right corner of the menu and select a category.

Most items in the Tools category can be used at any time. Although characters regain small amounts of TP and have the opportunity to Cook after every battle, it may not be enough to raise the character out of danger status. Use items between battles so as to face each new crew of enemies with healthy characters.

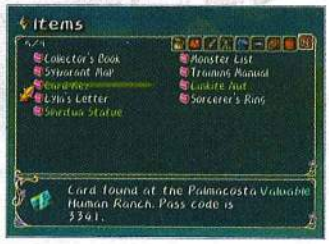
New Items

Whenever a new item is obtained, the best way to determine its use is to open the Items screen and scroll to the "New" category. The most recent acquisitions are listed on this screen. All items in the "New" category appear in green lettering until they are used, equipped or until they drop out of the "New" category as time elapses.

New items can be used or equipped immediately. For instance, after acquiring a piece of armor, select it in the "New" screen and press the A Button. Choose a character from the subsequent pop-up screen to equip the armor piece. After finding a gel or bottle item, select it in the New screen and choose a character from the subsequent popup menu to experience the benefits of the item. The New screen is an extremely handy way to equip new gear quickly and use recently acquired tools as needed.

Key Items

The Key Items category contains items that unlock doors or allow the heroes to enter previously restricted areas. Highlight keys and objects with the cursor to view descriptive information that sometimes indicates usage.



Books acquired by the characters are also kept in this category. To view the contents of a book, select it with the cursor and press the A Button. The Collector's Book contains lists of every item obtained, and shows what percentage of the total items per category have been found. When you reach 100% in all categories, the whole game has been experienced!

RAINE'S MAGIC LENS

THE FULL ENTRY FOR A MONSTER CAN ONLY BE OBTAINED IF RAINE USES THE MAGIC LENS. ALL OTHER CHARACTERS CAN ONLY LEARN THE STATS FOR THE MONSTER (HP, TP, EXP, GALD, ETC.). ONLY RAINE CAN ADD THE LOCATION, AA, WEAKNESS AND STRENGTH INFO TO THE MONSTER LIST ENTRY.

Another example is the Monster List, which displays all the monsters encountered. Statistics for monsters are listed if a Magic Lens item is used on the enemy during combat. Fill your Monster List by fighting monsters in all areas of the field map and on all terrain types, including grass, desert, beaches, forests, roads and wastelands.

Maps of Sylvarant and Tethe'alla are also collected in the Key Items category. Choose a map to view the world and a list of the locations visited. Expand the descriptions of towns to display the shops previously visited within each town, and also a list of the goods on sale there.

Equipping Characters

There are two ways to equip characters with new and better equipment through the Main Menu. The best method is to open the Equip screen to view all the possible equipment for a character. Choose an equipment category, such as Weapon, Armor or Accessory, and then highlight each item piece in the right column. Changes to the character's status are indicated by red or green highlighting of the statistic. Red numbers indicate a drop in status, and green numbers indicate a rise in status. A brief description of the highlighted item is displayed in the bottom bar of the screen. Press START/PAUSE to show the equipment's statistics. Icons next to an affected statistic indicate elemental properties of equipment.

The Items screen can also be used to equip characters. Scroll to the appropriate category and choose the piece of equipment. Press START/PAUSE to view the base statistics of the gear. Press the A Button to bring up a list of the characters in your party. Then select a character from the popup menu and press the A Button to change their equipment. Equipment of characters can also be changed during battle by opening the Combat Menu, as detailed below.

Changing Titles

As characters progress through the story events of the game, certain dialog situations arise in which a person is granted a new title. Titles can be equipped on characters to influence how the character develops every time a new level is reached. To change titles, open the Status screen and highlight the title below the character's name with the cursor. Press the A Button to view a list of available titles. Highlight each title with the cursor, and check the parameters in the lower bar to see which statistics are affected. Green statistics rise even higher the next time the character levels up, and red statistics indicate a smaller growth. Complete lists of titles for all the characters are contained in the **Characters & Titles** chapter.

Synopsis

Open the Synopsis screen to read transcripts of events that occurred previously in your game. If you have not played the game for several days, use the Synopsis to remember what has transpired and what must be accomplished next.

Strategy

When playing the game alone or with any characters that are controlled by the CPU, strategy settings are of tantamount importance. By the default strategy settings, all CPU characters attack whichever enemy they want whenever they want, and they perform Techs whether the situation warrants them or not. Unless strategies are changed, the CPU characters tend to exhaust themselves in every battle. By the time a boss fight occurs, the characters have nothing left to fight with.

There are three types of strategies: Action, Skill/Magic, and Position. These strategies are used to decide how CPU controlled characters behave during battle. Each character employs an AI attack pattern that is based on their in-game personality, as revealed through the dialog. That pattern is modified based on the strategies that are set.

Change the Action strategy of a CPU controlled character to affect how he or she targets enemies. For instance, if you keep finding yourself fighting the enemies all alone on the frontlines, consequently taking all the hits, then be sure to set at least one other character to "Attack Same." Another great strategy is to set "Protect Friend" on at least one character. This way, the hero with the lowest HP gets some much-needed assistance against whichever enemy(s) he or she is fighting.

The Skill/Magic strategies control how often characters set on Auto expend Tech Points. During a common battle against frequently encountered field monsters, the CPU controlled party members do not need to use Techs as often. Set all characters to "Keep Reserve" or "Retain" to prevent them from using up all their TP. In tough battles against boss monsters and other unique enemies, all characters should be using Techs as much as possible. Set the CPU controlled characters to "Use Skills Freely" or "At Once", and they will unleash chaos in the battle. It's also a good idea to set characters with healing spells to "Heal" for added protection.

Position strategies determine each character's starting place on the field and also mandate how far the person will travel on the battlefield to pursue a foe. As you change the Position strategy of the character, press the B Button to cancel out of the setting menu and check the row diagram in the lower box. The frontline is the line on the right, and the rear is the line on the left. Try to position the four combat party members with somewhat equal distribution. If all the characters are on the frontline at the start of combat, all will most likely take damage. If all characters are in the rear guard, the enemies will seem out of reach when battle begins.

Strategies can be set for characters prior to combat, but they can even be changed in the heat of battle. While fighting, press the Y Button to open the Combat Menu and select the "Strat" option to open the Strategy screen.

Creating Orders

Enter the Strategy screen and immediately press the X Button to enter the Orders setting screen. Orders can be issued during combat by pressing the +Control Pad of the controller up, down, left or right. When an Order is issued, the strategies of all characters change instantly.

This is a very useful feature during tough boss fights, for instance. When confronting powerful enemies, there are times when you want the CPU controlled characters to attack with everything they have. Press the +Control Pad right to issue the "All Out" order. However, as characters start running low on TP, the party should withdraw slightly. Press the +Control Pad up to issue the "Guard" order, so that Orange Gels can be administered more easily. To cancel orders, press the +Control Pad down.

Orders can be customized to change the way each individual party member behaves, to suit a variety of situations. In the Orders setting screen, choose one of the three orders, rename it if you wish, and set the strategies of each character. The default orders actually work pretty well in most situations. However, consider creating a custom order that commands spell casters to heal the party only. Set Raine or Kratos to Protect Friend, Heal, and L-Range Magic to force them to heal the party any time HP drops below max. This order proved invaluable against the most powerful boss enemies of the game.

RECORDING PROGRESS

Insert a Memory Card into either slot on the console to record your progress. The game can be saved any time while navigating the field map. Simply press the Y Button to open the Main Menu, choose the System option, and select "Save".

While exploring towns and dungeons, the game can only be saved at a Memory Circle. Look for glowing blue mystic symbols drawn on the ground. While standing in a circle, press the A Button to open the save menu, or enter the Main Menu and use the System option.

Some Memory Circles are inactive, or "sealed". A tool called a Memory Gem is required to unseal the Memory Circle before it can be used. Certain enemies in each dungeon drop a Memory Gem when defeated. Either defeat all the enemies in the dungeon once, or refer to the **Walkthrough** chapter to learn the locations of enemies bearing Memory Gems.

AREA EXPLORATION

When exploring towns, temples, caves and enclosed wilderness areas, the party is exploring an "area" or a "map". The control scheme is slightly different than when exploring the field map.

Town & Dungeon Controls

Y Button
Open the Main Menu.

Control Stick
Moves the character onscreen in the direction relative to the direction the stick is held. Move the Control Stick slightly to walk, or move it all the way to the edge to run.

+Control Pad
While standing still, press the +Control Pad left or right to rotate the character 45°. This function is very useful for aiming shots with the Sorcerer's Ring.

Z Button
When a dialog skit title appears onscreen, press the Z Button to watch the skit. (Press START/PAUSE to end the skit at any time before it's over.)

X Button
Once the Sorcerer's Ring is obtained, press this button to use it. The default function is to fire a small blast with a range of three feet in front of the character. The function of the ring changes depending upon the context of the area.

A Button
Perform a context-sensitive action. The button function appears in the lower part of the screen. In general, the A Button is used to talk to NPCs and characters, examine or use miscellaneous furniture and equipment, open doors and chests, advance or cancel dialog, make dialog choices, and jump over gaps or across ledges.

B Button
Advance or cancel dialog, without accidentally making a choice.

Treasure Chests

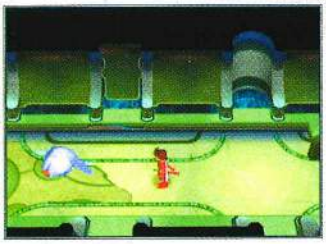
The main objects to watch for while exploring towns, dungeons and enclosed wilderness areas are the yellow treasure chests. Chests contain tools, key items and equipment for the characters. Chests are sometimes visibly placed out in the open. For this reason, the **Walkthrough** in this book was not written to lead you by the hand to a chest you can plainly see. However, sometimes chests are hidden behind furniture, walls, objects or debris with the intention of partially obscuring them from sight. The only way to find every treasure chest in every area is to refer to the Items lists included in the Walkthrough. Try not to leave an area until you have found all the items in the list.

Enemies

Another major feature of dungeons and wilderness areas are enemies. The locations of enemies are marked onscreen with generic monster characters. The monster character depicts the type and size of the enemy party. If the onscreen character and the enemy come in physical contact, battle begins. If the party wins the battle, the enemy character is removed from the screen. A short period of invulnerability occurs directly after a battle, during which time contact with another enemy has no effect. However, if the party escapes from battle before all the enemies are defeated, the monster marker remains onscreen when the party returns to the map.

If a battle is not desired, enemies can be outmaneuvered. When the onscreen character draws close enough, enemies may change course and speed to pursue. However, if the onscreen character moves far enough away from the enemy marker, it might return to its normal speed and patrol pattern.

Onscreen enemies can be temporarily frozen and rendered harmless by shooting them with the Sorcerer's Ring. However, if the function of the Sorcerer's Ring is changed, the new function may not have any effect upon enemy characters.



NPCs

When exploring towns and populated areas, there are plenty of anonymous citizens, clergy, statesmen and various other types of people to converse with. Such characters are referred to as Non-Player Characters (NPCs). Approach any NPC and press the A Button to strike up a conversation. NPCs may make keen observations, humorous remarks, or silly banter. Some NPCs may actually divulge clues regarding puzzle solutions and side quests. Therefore, speak to every anonymous city dweller in sight.

As the game progresses and the social and political climate of the game changes, speak to NPCs again and they may have something new to say. Sometimes NPCs may even hand over items to aid in the quest!

Shop Clerks and Merchants

Another type of helpful NPC is a shop clerk. Merchants may be positioned behind counters in stores and outdoor bazaars. All shop clerks are willing to help the party, for a price. If you have the required amount of Gald, which is the accepted currency, then you may purchase powerful new weapons and armor for the party in almost every new town visited.

As a general rule of thumb, you should be fighting enough battles and making enough Gald that you should be able to purchase at least two weapons plus an armor or accessory every time you reach a new town. If you return to the same town several times while events play out, be sure to purchase items that you may have previously lacked the funds to buy. Shopping is the number one way to gain the equipment needed to win the game, especially in the beginning of the journey.

Shops are not always indicated by the presence of a friendly clerk or merchant. In some of the more futuristic settings, shops appear as electronic vending machines. Stick some Gald in the slot and pull the handle to procure the items or equipment desired.

The Sorcerer's Ring

The Sorcerer's Ring is found in Martel Temple, during the very early stages of the game. The Sorcerer's Ring serves as a kind of action key, used to open doors and solve puzzles.

Press the X Button to use the Sorcerer's Ring. Usually, the ring shoots a small fireball in a short range approximately three feet in front of the main character. The Sorcerer's Ring can also be used to shoot enemies and temporarily freeze them in their tracks. This renders them incapable of triggering a battle. If ever you want to leave an area without incident, the Sorcerer's Ring comes in handy.

Sorcerer's Ring Devices

The function of the Sorcerer's Ring might change when examining special power wells in caves or dungeons. The ring changes function to suit the environment. For instance, in the Temple of Ice the ring can freeze water into blocks of ice, which can then be used to create bridges to previously inaccessible areas. In the Sylvarant Base, the ring can be made to fire an electrostatic orb that travels a few feet and then hovers in space. Anything touching the orb becomes electrified.

Any time you encounter a device that changes the function of the Sorcerer's Ring, proceed to use it immediately. Most temples, bases and dungeons contain intricate security devices, and the special function of the ring is required to create an exit or obtain a special item. Upon leaving the dungeon or area where the ring was changed, the Sorcerer's Ring automatically reverts to its default function.

Skits

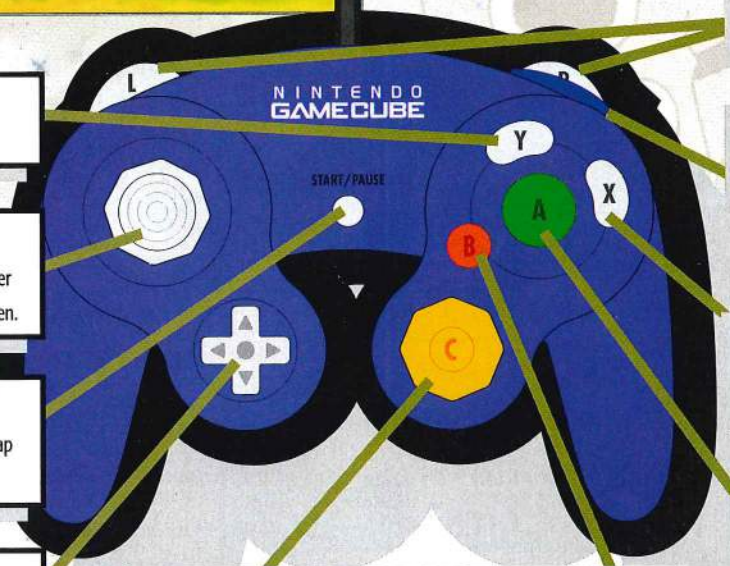
To Fight the Strong
It is easy to continue reckless swinging a sword, and that is probably enough to take care of your average enemy.

While exploring towns and dungeons, and also while navigating the global field map, skit titles might appear in the lower left corner of the screen. Whenever a skit title appears, press the Z Button to watch a skit. Skits are additional dialog between the characters in the party. The characters tend to discuss recent events, objectives that must be completed, and also their relationships and the nature of the game. Skits can be useful in determining how to solve certain puzzles or accomplish short-term goals. Sometimes character titles, items or Training Manual topics are unlocked by viewing skits. You can skip the dialog in most skits by pressing START/PAUSE.

FIELD MAP EXPLORATION

When the player character leaves a town, dungeon or forest and appears as a giant in a tiny world, the party has entered the "field map". The field is a representative map that allows the player to travel vast distances quickly. Towns, forests, temples and other locations appear as tiny models (relative to the giant character), representing the locations of larger areas within the world.

Field Map Controls



L Button/R Button
Rotate the camera position right or left.

Y Button
Open Main Menu.

Z Button
When a skit title appears onscreen, press the Z Button to view the skit.
(Press START/PAUSE to end the skit at any time before it's over.)

Control Stick
Move the control stick to move the player character in the direction as seen onscreen.

X Button
Long-range mode (after Guide Post Monument is touched).

START/PAUSE
Toggle world map on/off, mini-world map or large.

A Button
Enter towns, dungeons, forests, etc.

+Control Pad
Open the map screen to view locations, shop inventory lists and distance to locations.

C Stick
Rotate camera.

B Button
Cancel entering location. Board vehicle.

Geography

While traveling the field map, the party can only move through grasslands, forests, wastelands, flat desert regions and beaches. Black enemy models appear onscreen as the character crosses the field. Contact with an enemy triggers a battle. The size of the enemy party is indicated by the size of the enemy model. However, the types of enemies and the location of the battle is determined by the terrain upon which the player character stands when the battle starts. Use caution when traveling through chin-high forests, because small enemies may be traveling through the woods unseen.

Long-Range Mode

Traveling the field map on foot can be a time-consuming endeavor. To quicken the trip, find the Guide Post Monument for the region. Once long-range mode is enabled in a region of the field map, press the X Button to mount Lloyd's pet Noishe. The camera angle widens to a better view of the landscape, and the character can travel much faster. Additionally, in long-range mode enemy characters on the field map stop moving when the player character does. While in long-range mode, field treasure chests and skit markers are not visible on the field map.

Vehicles

To sail across the ocean or fly through the sky, the party must acquire the proper vehicle. This eventually occurs during the course of game events. While traveling in a vehicle, field treasure chests and skit markers are not visible on the field map.

Once the Elemental Cargo (EC) is acquired, the player character can cross the ocean in a boat. Find a dock on the coastline of a continent, and press the B Button to set sail. Find another dock near your destination and press the B Button again to return to dry land.

Eventually the party obtains the Rheairds, or flying jets. The Rheairds can be launched from any field map location. Simply press the B Button to take off. To land, position the shadow of the forward character over any terrain which can be traveled on foot, such as grass, forest, desert, wasteland, beach, etc., and press the B Button to land.

Controls for all vehicles are similar. Use the C Stick to move forward, backward, turn side to side (EC), or strafe sideways (Rheairds). Use the L and R Buttons to turn left or right, and press the A Button to accelerate.

Field Treasure Chests

While crossing the field map on foot, treasure chests may suddenly appear. Approach and touch the treasure chest to open it. Field treasure chests disappear if the character is traveling in long-range mode or by vehicle.

Skit Points

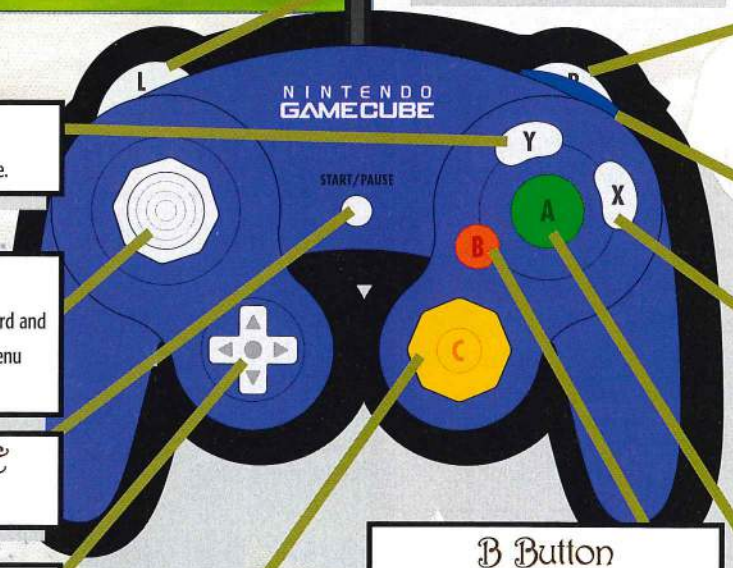
Bluish glowing circles on the field map indicate locations where an additional skit can be triggered. Touch a skit point to engage in an additional conversation between Lloyd and another character. Any dialog choices made during the skit have a positive or negative effect on the relationship level between Lloyd and the person he speaks with, so choose wisely. An abrupt, awkward end to a conversation probably means you've lowered the relationship level. Some choices you make might embarrass or anger the character Lloyd is speaking with, but this does not necessarily mean that relationship points are lost.

Skit point locations are marked on the world maps included in this guidebook. However, skit points are only available if the required character is currently a member of the party.

COMBAT BASICS

Whenever the onscreen character comes in contact with an enemy character roaming the map of a dungeon, cave or tower, combat ensues. Know the basics in order to survive, and refer to the other topical chapters before the Walkthrough to learn more about mastering combat.

Battle Controls



L Button
Delay spell casting or Tech preparation to evade attacks.

R Button
Hold to view target name and status (after Magic Lens is used). While holding, change targeting using the Control Stick.

Y Button
Open Combat Menu. Pauses battle.

Z Button
Execute Unison Attack when the Unison Attack gauge is full. Perform EX Skill action Taunt when gauge is not full.

Control Stick
Move player-controlled character forward and back. Move cursor while Combat Menu is open.

X Button
Defend against attack. Cancel spell casting. Press Up + the X Button to jump. After certain events at Triet Ruins, press Down + the X Button to perform a Defensive Tech and reduce damage.

START/PAUSE
Pause battle.

B Button
Cast spell or perform Tech. Requires TP. Press in conjunction with moving the Control Stick left, right, up or down to specify the Tech performed.

+Control Pad
Issue pre-determined combat Orders, to change the Strategies of the CPU-controlled characters.

C Stick
Tech shortcut.

A Button
Attack with weapon.

Battle Control Type

While viewing the Tech screen, move the cursor to the upper right corner of the menu to change the Battle Control Type setting. The CPU controls characters set to "Auto", and their combat actions are influenced by the settings in the Strategy screen. A player controls characters set to "Manual" or "Semi-Auto".

In Semi-Auto, certain actions occur automatically. Unless the character is performing an attack or Tech, they defend against attacks automatically. When the Attack or Tech buttons are pressed, the character automatically moves toward the targeted foe and executes the action.

In Manual mode, the player must move the character toward the targeted foe. Enemy attacks can only be blocked when the X Button is pressed.

Also, jumping can be done in Manual mode by pressing Up on the Control Stick, as opposed to Up + the X Button in Semi-Auto mode.

Targeting

At the start of the battle, the targeted enemy may not be the most desirable foe to attack. For instance, many boss enemies bring weaker sidekicks into the fray. These sidekicks have fewer HP and are easier to eliminate, and usually this weakens the strategy of the boss. Hold the R Button to display the target cursor. Continue holding the R Button and move the cursor to another enemy. Release the R Button and the battle continues. Only now your character attacks a different foe.

Combos

Strike an opponent successfully, and the Combo counter appears onscreen. Each successive strike increases the Combo counter. Other party members can pitch in and strike the same target to raise the Combo count even higher. Increasing the Combo count may win special titles for characters involved in the Combo. Also, the amount of Bonus EXP awarded after battle rises. The Combo counter stops rising when the character runs out of attack moves, or when the enemy gets a chance to defend. If the enemy is defending, the Combo counter will not appear.

The way to reach an amazing Combo count of 50 or higher is to time your attacks in coordination with the other party members. If everyone is attacking at the same time, then all characters may run out of attack moves at the same time. However, if one character starts attacking the moment another stops, then the Combo count may rise to unbelievable levels.

Tetra Slash

Press the A Button repeatedly and your character performs a Combo of up to three or four hits. Just as the last hit executes, quickly press the B Button to execute a Tech. The Combo continues. Press the B Button again with the right timing and the character can launch yet another Tech of a higher level. This method of tacking Techs onto the end of Combos is known as Tetra Slash. It is a method of maximizing the amount of damage inflicted to an enemy by a character before the foe has a chance to react. Performing a Tetra Slash combination with certain party members earns them a title.

Combat Menu

Press the Y Button to pause a battle and bring up the Combat Menu. This menu allows you to do almost everything the Main Menu does, during battle. If CPU controlled characters are not casting the spells or using the Techs you would prefer, open the Tech screen and command them to act differently. If a character is using too much TP, open the Strategy screen and reduce their Tech usage. When fighting stronger enemies such as bosses, open the Combat Menu often and command all of the characters for better results. The Combat Menu is also the only method of distributing items when characters are in trouble.

Escape

If the party runs into trouble and characters are getting KO'd left and right, it may be time to retreat. Open the Combat Menu and use the escape option to flee the battlefield. Once the escape order is issued, a timer appears onscreen. Less time is required to escape if the party is at the same or higher level as the monsters. However, if the monsters are much stronger than the party, the escape timer fills very slowly. Escape is sometimes not an option when fighting certain enemy parties, and it is never available during boss fights.

Stun

Sometimes an attack or a series of blows inflicts so much damage that the character is stunned momentarily. Little yellow chicks begin circling the character's head, and he or she becomes unable to act. If the character is struck again, the stun effect wears off instantly. Otherwise, rotate the Control Stick rapidly to reduce the length of time stun lasts.

Enemies become stunned, too. Whenever this occurs, avoid continuing to attack. Take the opportunity to recover TP or HP by using an item, so that your character has an advantage when the monster comes out of it.

Stagger

Player characters and enemies are capable of attacking only when standing in a ready combat stance. When struck by an attack, the character is knocked off balance and cannot escape or defend until there is a break in the opponent's chain of attacks. When an enemy attacks and knocks your character into a stagger, press the X Button repeatedly to try and regain your stance and defend against further attacks.

As the game progresses, enemies begin casting magic spells instantaneously. To prevent this, it becomes important to knock enemies into a stagger and attempt to keep them staggered for as long as possible, so that the party can have time to cast spells or heal.

Over Limit

After a character or an enemy takes a certain amount of damage, they may enter a brief period of Over Limit mode. During Over Limit, the character is shrouded in a black cloud. Physical attacks sustained do not reduce as much HP. Also, the character in Over Limit cannot be stunned or made to stagger. When your character enters Over Limit, it is like a license to go crazy and attack as much as possible while the effect lasts. Sheena can only summon Spirits while in Over Limit mode. (This does not apply to Corrine, who is an artificial Summon Spirit.)

Air Escape

Many enemies are capable of powerful attacks that send a character flying. When the character lands on the ground, additional falling damage is sustained. The character also needs a moment to recover before getting back up. All of this extra nonsense can be avoided by pressing the X Button while the character is flying through the air. The character regains their combat ready stance mid-air, and is ready to run back into action the second they touch down. No additional falling damage is received. Practice air escapes, and never let your character hit the ground!

Status Effects

Monsters are capable of inflicting characters with Status Effects that reduce combat effectiveness. Status Effects fall into two categories: Physical Ailments and Magical Ailments. Using a Panacea Bottle can cure Physical Ailments, and Magical Ailments can be removed by using an Anti-Magic Bottle. Cooking certain recipes can also remove Status Effects. Some Effects remain effective even after the battle, so be sure to cure them before proceeding.

Physical Ailments:

Poison
The character's HP drops over time.

Deadly Poison
HP drops more rapidly than with normal Poison.

Paralysis
Unable to perform attacks.

Petrify
The character is turned to stone and cannot act. If all party members are petrified, the game ends.

Curse
Cannot cast spells or use Techs.

KO
Character has 0 HP. Cannot act in combat until revived with a Life Bottle, Resurrection Tech, etc.

Magical Ailments:

Attack Up/Attack Down
Affects the damaging power of physical attacks.

Defense Up/Defense Down
Affects the protection of the character. May receive more or less damage per hit depending on the status.

Accuracy Up/Accuracy Down
Affects damaging power of physical attacks, targeting of spells or Techs.

Magic Attack Up/Magic Attack Down
Affects the damaging power of attacks, Techs and spells.

Weak
Max HP drops to half.

Heavy
Character's movement in battle greatly reduced.

Beneficial Status:

Holy Song
Cast by Colette, this effect increases Attack and Defense for the whole party. Dissipates when the battle ends.

Physical Immunity
Cannot be afflicted with physical ailments.

Magical Immunity
Cannot be afflicted with magical ailments.

Battle Results

When all enemies are defeated, surviving characters are awarded Experience Points and the party receives a predefined amount of Gald from the monsters fought. An additional amount of Bonus EXP is added to the total. This amount is based on the highest number of Combo hits scored during the fight. Press the X Button to cook a meal for the party to recover from Status Effects or restore lost HP and TP, and then press the A Button to exit the battle screen.

Grade

The party also receives a small amount of Grade. Grade is a measure of combat prowess determined by the amount of damage inflicted, the amount of damage received and the total amount of time required to win. Grade can be used to purchase trade items from various merchants, for use in customizing stronger equipment for the party. When the game is complete, Grade is used to purchase bonuses that should make your next game easier.

CHARACTERS & TITLES

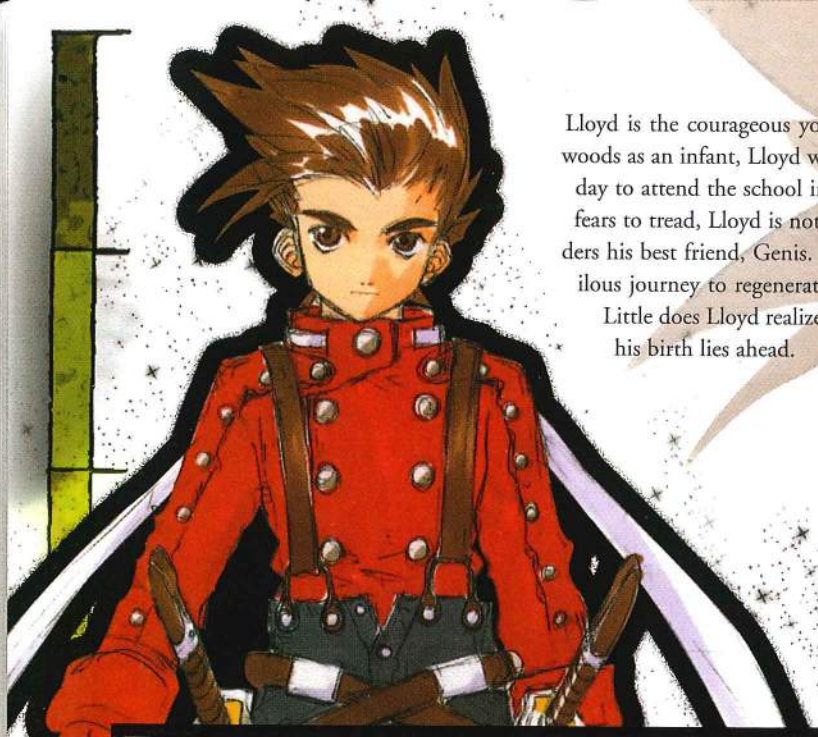
Only playable characters that become active members of the party at some point are described in this chapter. By participating in the story and completing the game, each character should acquire ten or more titles. However, there are multitudes of titles that can be gained by completing side quests and by viewing sub-events outside of the main story line.

There are many different ways to obtain a title (seven in fact). Within each character section, there's a table detailing exactly this. Use this legend to decipher the origin of each title.

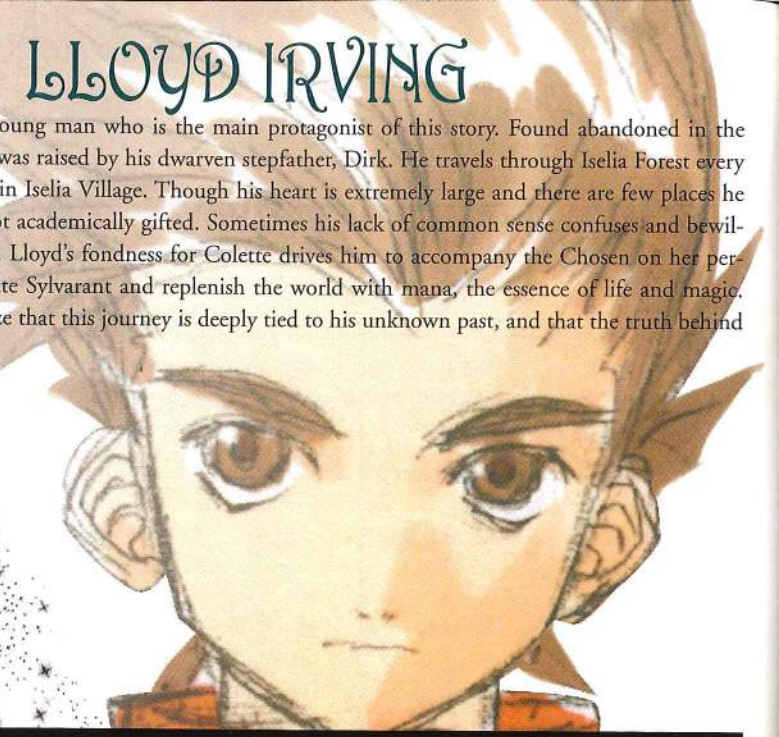
Default title
Acquire by reaching a certain level
Complete a certain part of the game
Participate in an event
Changes the character's clothing
Acquire during battle
Acquire during a minigame

The AutoBat column refers to whether you can acquire the title when the character's Battle Control Type is set to "Auto."

LLOYD IRVING



Lloyd is the courageous young man who is the main protagonist of this story. Found abandoned in the woods as an infant, Lloyd was raised by his dwarven stepfather, Dirk. He travels through Iselia Forest every day to attend the school in Iselia Village. Though his heart is extremely large and there are few places he fears to tread, Lloyd is not academically gifted. Sometimes his lack of common sense confuses and bewilders his best friend, Genis. Lloyd's fondness for Colette drives him to accompany the Chosen on her perilous journey to regenerate Sylvarant and replenish the world with mana, the essence of life and magic. Little does Lloyd realize that this journey is deeply tied to his unknown past, and that the truth behind his birth lies ahead.

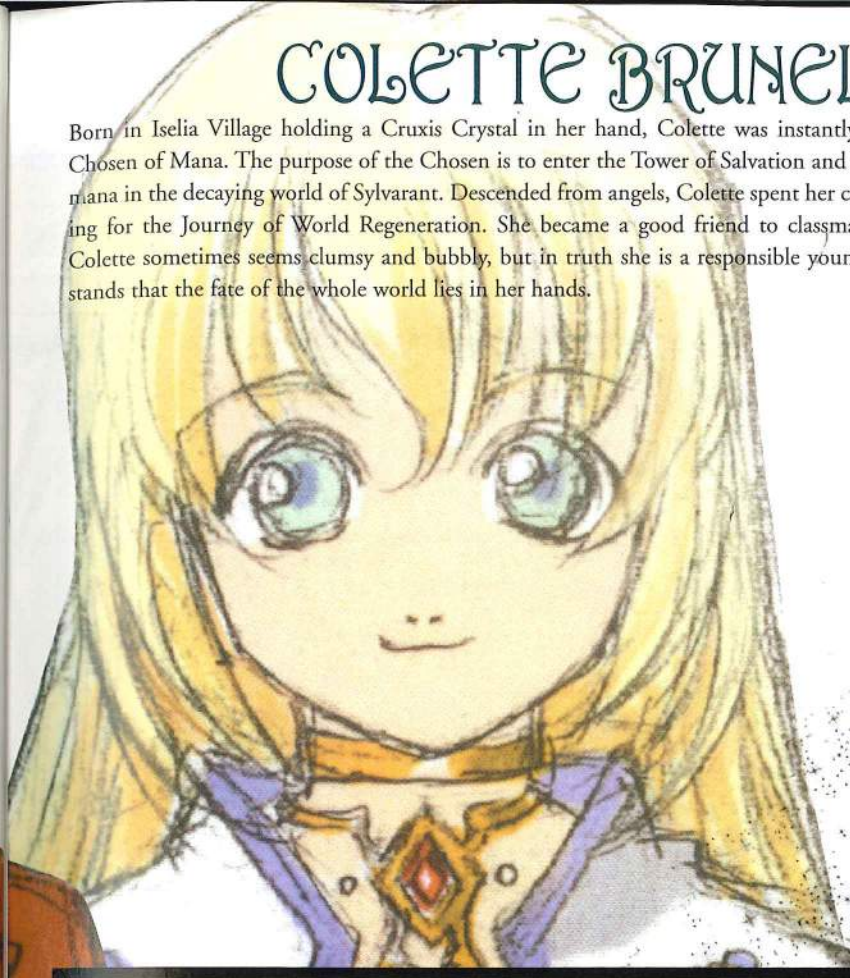


LLOYD'S TITLES

TITLE	DESCRIPTION	HP	TP	STR	DEF	INT	EVA	ACC	CONDITIONS	AUTOBAT
Swordsman	"One who trains his body and soul to fight the enemy with all his might."								Default Title	
Drifting Swordsman	"The boy sets out on a journey, bearing his sins. Do not forget the past."	1		2	2				Get during main scenario, after being banned from Iselia.	
Eternal Swordsman	"The sword promises eternity, and its radiance will transcend time and space."	7		7	6			6	Get during main scenario, after receiving the Eternal Sword.	
Gourmet King	"A charismatic master of the culinary arts with a golden tongue."				5	4	5		Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria.	
Nobleman	"You gotta try on something new. You're always wearing what Dirk made."								Get automatically. (Dance Party sub-event)	
Arrgh, Me Hearties	"The ocean...humanity's first frontier. The title given to one who loves the sea."								Talk to Alfread at Luin port during its restoration. Choose: "Ok I'll buy it." Talk to Alfread at Luin again. Choose: "I understand." to get this title. (Alfread's Treasure sub-event)	
Beach Boy	"A snorkel, goggles, and flippers. How can you say you don't like the ocean?"								Talk to the mother who is searching for her four children. Find the children in Altamira. (Swimsuit sub-event)	
Gentle Idealist	"The ideals he holds may be unrealistic, but many are moved by his heart."		1		4	4			Get during main scenario, after going to Mizuho for the first time.	
Peeping Tom	"Even if it's a false accusation, it's not good to be a peeping tom!"					5	5		With Zelos in the party, talk to the pastor at the Hot Spring. Choose "Females" the second time around or later.	
Midlife Crisis	"A title for you who scrutinized the middle-aged men racing across the desert."		1			6			Clear Uncle game in Triet after returning to Sylvarant Base.	
Sword of Swords	"A gladiator who fights only believing in his victory. His swordplay rallies the crowd."	4	3	4	4	4	4	4	Complete Advanced Single Mode at the Coliseum using Lloyd. (Not necessary to use Lloyd to complete beginner or intermediate levels.)	
Tactical Leader	"Friendship. Strength. Victory. Trust and teamwork brings ultimate glory."		3			5	5	5	Complete Party mode at the Coliseum with Lloyd in the party.	
Grand Swordsman	"The lofty spirit that lives by the sword. His skillful attacks could be called art."	4		4	3				Get after reaching Level 20	Yes
Master Swordsman	"The demonic thrusts could create a whirlwind. The title represents his strength."	5		5	4			4	Get after reaching Level 40	Yes
Holy Sword	"A man who has reached the pinnacle of battle. He commands respect from all."				10		10		Get after reaching Level 100	Yes
Combo Newbie	"The title given to those who have completed a 10-hit combo."			3				2	Combo over 10 hits (during battle)	Yes
Comboist	"The title given to those who have completed a 30-hit combo."		1	4				4	Combo over 30 hits (during battle)	Yes
Combo Expert	"Combo, combo, combo! The title given to those who have completed a 60-hit combo."	6	2	6				2	Combo over 60 hits (during battle)	Yes
Combo Master	"He who crosses countless hurdles and completes a 100-hit combo."		5					10	Combo over 100 hits (during battle)	Yes
Tetra Slash	"Execution of the four combo attack by linking a Special Attack to a normal combo."	2		2					Get a combo using three different types of normal attacks and then a Lv. 1, Lv. 2, or Lv. 3 Special Attack.	No
Brave Soul	"He who does not turn his back on enemies will be awarded this title."	5		5	4		5		Clear the battle with Yuan without running away from battles up to that point.	Yes
Lone General	"The title for a lonely warrior who gave orders when no one was there."				2		3		Get this title when fighting alone (during battle). The party must contain at least two people.	No
Boorish General	"Shortcuts to do this, do that...The title for the one who loves giving orders."		1			3			Use 10 shortcuts during battle.	No
Gung Ho	"Who cares what level the enemy is! The title for those who love to rush in and fight."	6	2		5				Defeat Rodyle with 4 characters whose total combined level is 145 or less.	Yes
Eternal Apprentice	"He who earns this title never doubts the strength of a Wooden Blade."	3		2	2		4	3	Clear the Kilia battle by only using the Wooden Sword up to that point.	Yes
Berserker	"The title given to a true warrior who has an undying lust for battle."	10		10				6	Fight enemies 256 times in the hard or mania difficulty levels.	Yes

COLETTE BRUNEL

Born in Iselia Village holding a Cruxis Crystal in her hand, Colette was instantly recognized as the new Chosen of Mana. The purpose of the Chosen is to enter the Tower of Salvation and revitalize the supply of mana in the decaying world of Sylvarant. Descended from angels, Colette spent her childhood years preparing for the Journey of World Regeneration. She became a good friend to classmates Lloyd and Genis. Colette sometimes seems clumsy and bubbly, but in truth she is a responsible young woman who understands that the fate of the whole world lies in her hands.



COLETTE'S TITLES

TITLE	DESCRIPTION	HP	TP	STR	DEF	INT	EVA	ACC	CONDITIONS	AUTOBAT
Fledgling Chosen	"I'm still a fledgling, but to save the world...Her smile heals the most wounded of souls."								Default Title	
Spiritua Reborn	"The angel of death sent from the heavens bringing death to any who oppose her. Not!"	4		5			3		Get during the Pope chase event.	
Klutz	"The countless miracles come naturally. Is it okay to make a hole in the wall at school?"	1		1				1	Examine the hole in the classroom wall in Iselia with Genis and Colette.	
Charismatic Chef	"The ultimate chef, who knows the difference between sugar and salt."				5	4	5		Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Colette as the onscreen character.	
Fair Lady	"Gorgeous and brilliant. Wrapped in a silk dress, you're my fair lady."								Clothes Change 1 Get from sub-event: "Dancy Party". Choose "Maybe Colette" in the dialogue.	
Maid	"A maid...such a charming occupation. A uniform...such an appealing outfit."								Clothes Change 2 Get from sub-event: "One Day Maid". Help the maid in the castle.	
Mermaid	"A white swimsuit and a bright smile! You're the sunshine in my heart!"								Clothes Change 3 Get from sub-event: "Swimsuit Event". Talk to the mother who is searching for her four children. Find the children in Altamira. Either have Colette as one of your top three group members in relationship value, or choose "Maybe Colette" in the dialogue.	
Ill-fated Girl	"A sacrificial lamb to save the world. Can't allow it even if she chose it herself..."	3			3				When Colette's condition is revealed at Sybak.	
Dog Lover	"She runs and she falls. To give all the dogs in the world a name full of love..."					4	4	4	Give names to all thirty of the dogs. (Pepe is already set)	
Ironing Board	"I'm like an ironing board....Or so we hear."	5			4				Have Zelos in the party. Talk to the pastor at the Hot Spring Choose "Females" in the second or later conversation.	
Turbo Waitress	"Oriental Rice in the right hand, and BBQ Combo in the left. The waitress is called..."				2	2			After the Palma Potion event or after it becomes possible to purchase items at Pepe's shop. In the Cafeteria at the school (if Colette cannot speak then the event does not occur).	
Super Girl	"Um, I went boom! And bam!...And then I won! (According to her)"	4	3	4	4	4	4	4	Complete Advanced Single Mode at the Coliseum using Colette.	
Chosen	"She is the daughter of an angel. With her powers, she sacrifices herself to restore the world."		2			3		2	Get after reaching Level 20	Yes
Tiny Angel	"The holy title given to the one who has superhuman power and limitless love."			4		4		3	Get after reaching Level 40	Yes
Angelic Maiden	"The title of light given to the goddess who flies through the heavens."	10			10				Get after reaching Level 100	Yes
Little Pickpocket	"I'm no thief! The enemies just give me items!"	6		6	6				Use Item Thief and Item Rover a combined total of 400 times.	Yes
Oblivious	"Are you alright? It might be a good idea to cure that status abnormality soon..."	3							Start a battle already affected by Poison and finish it without healing it.	Yes
Single-minded	"Just one absolute belief. The title given to a very single-minded person."		1					2	Use the same Lv.1 Special Attack ten times during one battle	No
Self-control	"End a battle without Special Atacks. A title given to someone who is very hard on herself."				1	1			Finish a battle without using Special Attacks (during battle). Colette must be controlled by the player.	No
Don't Run!	"Finish a battle without dashing. Always greet with a smile, and don't be late!"		1				1		Finish a battle without running (during battle). Colette must be controlled by the player.	No
Friendship First	"Sacrifice none in battle. A heartwarming title for those	3	3	3	3	3	3	3	No party members die until the battle with Iubaris.	Yes

GENIS SAGE

Genis lives in Iselia Village with his sister Raine. Lloyd is his best friend. Unlike Lloyd, Genis is an incredibly intelligent child prodigy. Sometimes his brains get the better of him, and he enjoys making fun of Lloyd's dimwitted remarks. However, he secretly idolizes Lloyd, and Genis often shares his most precious secrets with his schoolmate and chum. Genis is intelligent enough to control powerful magic spells, and through this he proves to be an invaluable comrade in battle.

GENIS' TITLES

TITLE	DESCRIPTION	HP	TP	STR	DEF	INT	EVA	ACC	CONDITIONS	AUTOBAT
Magic User	"The first title given to those who study magic. Follow the path of sorcery!"								Default Title	
Honor Roll	"The brightest student in town. He has three times the normal brainpower!"					1		1	Get from sub-event: "Academy Challenge". Before Palmacosta is destroyed and Colette still has her voice. Happens at the Palmacosta Academy.	
Friend	"It's awkward talking about it, but it represents the bond between the two."			4	3				Get from sub-event: "Genis and Mithos' Adventure"	
Little Chef	"I'm the best at cooking! The best!"				5	4	5		Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Genis as the onscreen character.	
Easter Sunday	"A new shirt and pants are laid out for this day. You better behave yourself!"								Clothes Change 1 Get from sub-event: "Dance Party". Choose "Maybe Genis" in the dialogue	
Katz Katz Katz	"A miracle of love brought by a bit of kindness...A very heartwarming tale!"								Clothes Change 2 Get from sub-event: "Katz Katz Katz". Happens at the Meltokio Slums.	
Beach Comber	"Straw hat and sandals. Older women won't be able to resist..."								Clothes Change 3 Get from sub-event: "Swimsuit Event". Talk to the mother who is searching for her four children. Find the children in Altamira. Either have Genis as one of your top three group members in relationship value, or choose "Maybe Genis" in the dialogue.	
Brotherly Love	"You need me, sis. You can't do laundry and your cooking can only be called destructive."	1			1				After completing Martel Temple—talk to Raine inside the Iselia School.	
Item Collector	"Congratulations, you got all of the items! The Collector's Book is now complete!"	10		10					Get all items to complete the Collector's Book and talk to Koton.	
Figurine Collector	"Congratulations, you've recorded everyone's name! The Figurine Book is complete!"			10	10				Complete the Figurine Book by crafting pellets and talk to Harley in Asgard once it is complete.	
Strategist	"Such a young child shouldn't be so good at bargaining and strategizing..."	2		3					Visit Grand Tethe'alla Bridge (after it is opened). Beat the red light/green light game.	
Ultimate Kid	"The title given to small heroes. His magic can slice through the toughest of foes."	4	3	4	4	4	4	4	Complete Advanced Single Mode at the Coliseum using Genis.	
Mana Master	"A master of mana and reason. That's what the people called the boy with godlike powers."		3			5	2	2	Get when learning "Meteor Storm" in Heimdall after it is destroyed.	
Sorcerer	"The title for the one who controls the flow of mana with intelligence and technique."	2	1					1	Get after reaching Level 20	Yes
Warlock	"His power pierces the heavens. His strength strikes fear into all living souls."	3	2			1		2	Get after reaching Level 40	Yes
Experimental	"Maybe this, or maybe that...The title given to those who change their weapons often."	1		1				3	Change weapons 5 times or more during battle.	Yes
Study Harder!	"That attack has no effect! A title for one who kept using the wrong elemental attack."						2	2	Use a magic that the enemy is resistant to 10 times or more.	Yes
Dependent	"I don't want to do anything. A title for one who finished a battle doing nothing."			1	1				Finish a battle without taking damage or attacking (during battle). Player must be in control.	No
Magic Cycle	"The title given to he who used every kind of elemental attack in one battle."		1			2			Use every elemental spell in one battle (during battle).	Yes
I Hate Gels!	"It's amazing that you've made it this far without using any gels in battles!"	3	1	3	3	3	3	3	Don't use gels until the first time the party meets Pronyma in Fooji Mountains.	Yes

KRATOS AURION

Kratos is a mysterious mercenary who travels to the Iselia region at the time of the Chosen's Journey. After Kratos saves Colette from Desian attackers, he is hired by Colette's grandmother to protect the Chosen as she travels to the Tower of Salvation. Kratos is a thoroughly trained and skilled swordsman. In spite of immediate friction between himself and Lloyd, he takes a keen interest in the boy's development and training. Kratos handles every situation with a somewhat cold attitude, but the logic of his actions is undeniable. Still, it is difficult for Lloyd to trust this secretive man.

KRATOS' TITLES

TITLE	DESCRIPTION	HP	TP	STR	DEF	INT	EVA	ACC	CONDITIONS	AUTOBAT
Mercenary	"He travels the world, trusting only his own powers. His skills are for sale—not his loyalty."								Default title	
Traitor	"A silent warrior who betrayed all trust. No reasons are given to those left behind."		2		2	2			Get when going into Iselia Ranch after Martel loses control.	
Dad	"A name I will never be called...and did not seek... until now."					3	3	3	Get during the skit "Childhood Memory".	
Gourmet Master	"A star of the cooking world with 4000 years of knowledge in the ancient arts."				5	4	5		Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Kratos as the onscreen character.	
Judgement	"He was the ancient hero of yore. But now, he is one of the enemies of the world."								Character model is in Judgement mode.	
Conqueror	"There is no looking back. There is nothing left for losers, so I must fight on."	4	3	4	4	4	4	4	Complete Advanced Single Mode at the Coliseum using Kratos.	
Magic Swordsman	"His attacks will crush the earth and frighten the evils of this world."	2	1			1			Get after reaching Level 20	Yes
Battle God	"He kills all who are in his way. He is beyond beast or man. He can only be called a god."	3		2		1			Get after reaching Level 40	Yes
War God	"A powerful force itself. His battle spirit will tear the earth and shake the heavens."	10				10		5	Get after reaching Level 100	Yes
Tetra Slash	"Execution of the four combo attack by linking a Special Attack to a normal combo."	2		2					Perform a combo using three different types of normal attacks and then a Lv.1 Lv.2 or Lv.3 Special Attack.	No

RAINE SAGE

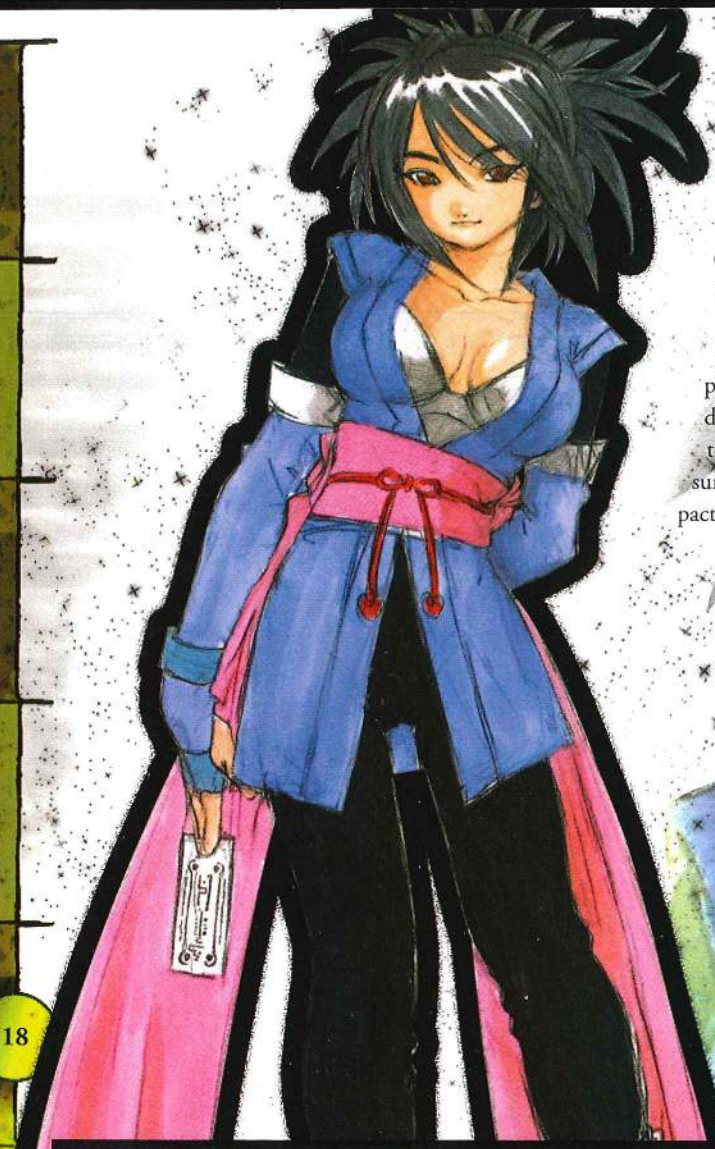
Raine is Genis' sister, and the teacher of the students at Iselia Village. Sylvarant is nothing like our world, and so Raine has no problem administering corporal punishment to her students. Lloyd is especially bad in class, and often suffers punishment. A dichotomy in personality, Raine handles most situations in a cool and logical manner. However, whenever she discovers ancient ruins and archaeological relics, she cannot contain her enthusiasm. Her passion for history and literature indicates that just under her exterior, Raine's personality is overflowing.

RAINE'S TITLES

TITLE	DESCRIPTION	HP	TP	STR	DEF	INT	EVA	ACC	CONDITIONS	AUTOBAT
Teacher	"A work filled with dreams, her job is to teach her students the joys of learning."								Default title	
Archeological Mania	"If there's a ruin in the east, she'll be there. If there's one in the west, she'll be there too."		1			2			Get from an event at Triet Ruins.	
Grand Healer	"Using her energy from within, she can give her allies both salvation and healing."		1	2	2				Get from the event where the Unicorn Horn is received.	
Passable Chef?	"It wasn't that close of a shave! Nobody got sick (according to her)."				5	4	5		Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Raine as the onscreen character.	
Glamorous Beauty	"The perfect body! The title for a glamorous adult woman."								Clothes Change 1 Get from sub-event: "Dance Party". Choose "Maybe Raine" in the dialogue.	
Maiden	"It's a charming word, part 2. A pity that it's not a white kimono with a red skirt..."								Clothes Change 2 Get from sub-event: "Maiden". Happens during the Aisha event in front of the Asgard Stone Stage. Zelos must be in the party.	
No, Not the Sun!	"It's better to read under an umbrella. The sound of the waves calms you."								Clothes Change 3 Get from sub-event: "Swimsuit Event". Talk to the mother who is searching for her four children. Find the children in Altamira. Either have Raine as one of your top three group members in relationship value, or choose "Maybe Raine" in the dialogue.	
Sisterly Love	"The title given to an older sister who is strict but at times, kind as a mother."			1				1	Return to Triet after clearing the Triet Ruins.	
Monster Collector	"She knows every creature that roams the world. Her research may aid humanity."		3			10			After completing the Monster List talk to the Gypsies. Visit Nova during disc 2 after the sandworm event.	
Gladiator Queen	"A warrior who has trampled every enemy. The audience is astounded by her power."	4	3	4	4	4	4	4	Complete Advanced Single Mode at the Coliseum using Raine.	
Researcher	"Her dedication has surpassed study itself; she can't stop flaunting her knowledge."	2				3			Get after reaching Level 20	Yes
Professor	"Her vast knowledge cannot be expressed in words... People call her the Professor."	4		8		4	2		Get after reaching Level 40	Yes
Wisewoman	"The title for the noble one who sees through the laws of the cosmos."	10				10			Get after reaching Level 100	Yes
Item Keeper	"Even if I know it is an important job, it does not mean that I would want it."				3		3		Raine uses the same item 5 times or more in one battle.	Yes
Crimson Rose	"It blooms beautifully, because it is so close to death. But don't forget, it still has thorns!"					4	4		Fight using a party of 4 women.	Yes
Never Say Never	"From countless deaths, the Phoenix rises. The title for the one who keeps coming back."	5			4				Die 5 or more times in one battle.	Yes
Survivor	"Lonely as a castaway alone on an island. The title for the lone survivor."	2	1	2	2	2	2	2	Finish a battle being the only party member alive.	Yes

SHEENA FUJIBAYASHI

Some antagonistic elements in Sylvarant oppose the Chosen's journey of regeneration. Seemingly acting on her own, Sheena is also attempting to stop Colette from completing her journey. However, at each attempt to kill the Chosen, she displays uncharacteristic clumsiness and fails. In spite of her "orders", Sheena is truly a kind-hearted young woman who merely wants to save her world, an alternate planet called Tethe'alla that is somehow connected to Sylvarant. As she travels the dying world, her feelings regarding her mission begin to change, and Sheena begins to search for a better way to save her world. The answer may lie in her untapped summoning abilities, but a tragedy in her past prevents her from wanting to create pacts with the elemental spirits of the temples.



SHEENA'S TITLES

TITLE	DESCRIPTION	HP	TP	STR	DEF	INT	EVA	ACC	CONDITIONS	AUTOBAT
Mysterious Assassin	"An assassin who kills in the darkness of twilight with shadows of sorrow in her eyes."								Default Title	
Summoner	"A title for one who controls non-humans with the power of amulets and mana."		1			3			Make pacts with the Water and Lightning Summon Spirits.	
Elemental Summoner	"Title to one who opened the six gates to the three worlds and controls their mighty power."		2			4		3	Make pacts with the Summon Spirits of Fire, Water, Wind, Earth, Ice, and Lightning.	
Master Summoner	"The title for the great one who can even summon the gods."		3			5		4	Make pacts with all of the Summon Spirits.	
You Look Great!	"Um...uh...Don't make fun of me!!"								Clothes Change 1 Get from sub-event: "Dance Party". Choose "Maybe Sheena" in the dialogue.	
Successor	"The successor of the Igaguri style. She leads the Mizuho to protect their tradition."								Clothes Change 2 Get form sub-event: "Igaguri Returns". Acquire at Mizuho.	
Queen of the Beach	"She does not seem to be aware of it, but all eyes are glued on her."								Clothes Change 3 Get from sub-event: "Swimsuit Event". Talk to the mother who is searching for her four children. Find the children in Altamira. Either have Sheena as one of your top three group members in relationship value, or choose "Maybe Sheena" in the dialogue.	
Master Cook	"Title given to the culinary master who raised home-style cooking to the highest level."				5	4	5		Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Sheena as the onscreen character.	
Treasure Hunter	"Travel the two worlds, over every terrain in search of new territories and treasures.			5	5	10			Open every dungeon treasure chest, then talk to the sleeping Katz in Katz' Village with Sheena onscreen.	
WOW!	"So glamorous!"	5			4				Zelos is in the party. Talk to the pastor at the Hot Spring. Choose "Females" in the second or later conversation.	
Rose of Battle	"Countless warriors have been defeated by her graceful magic. People called her..."	4	3	4	4	4	4	4	Complete Advanced Single Mode at the Coliseum using Sheena.	
Acrobat	"Confuse the enemy with quick moves, then attack with dead-aim, like an acrobat."	2		3	2				Get after reaching Level 40	Yes
Ultimate Summoner	"The title which praises the strength of the one who trains her body and soul earnestly."	10			10				Get after reaching Level 100	Yes
Chicken	"Never be compliant. Title given to one who knows that strategic retreat is a necessity."		1			2	3		Run away 50 times with Sheena as a party member.	Yes
Indecisive	"Can't decide whether to run or to fight! The title given to the one who is indecisive."	1			2				Attempt to escape from battle and cancel the escape 3 times.	Yes
Party Comboist	"Defeated the enemy with a perfectly timed combo. She has won her teammates' trust."			2				2	Have Sheena start two Unison Attacks in one battle.	No
Combo Conductor	"Title given to one who loves unison attacks and does not need anything else."	1		3				3	Complete a battle using Unison Attacks only.	No

ZELOS WILDER

The Chosen of the flourishing world Tethe'alla, Zelos lives a life quite unlike Colette. Descended from a long line of Chosens, Zelos is a rich playboy and flirt who enjoys the nightlife of the imperial city, Meltokio. However, his flamboyant flirtatiousness may hide his true feelings regarding his role as the Chosen. Zelos is assigned by the Church of Martel to accompany Sylvarant's Chosen and keep tabs on her. But Zelos' agenda may run even deeper.

ZELOS' TITLES

TITLE	DESCRIPTION	HP	TP	STR	DEF	INT	EVA	ACC	CONDITIONS	AUTOBAT
Magic Swordsman	"His attacks will crush the earth and frighten the evils of this world."								Default title	
Princess Guard	"It is a sword to protect and to guard for one. The knight of the princess."			4	3				Get during sub-event "Princess Kidnapped", after the battle with the Papal Knights in Gaoracchia.	
Gigolo	"You talked to every single girl in the world. A title befitting this great accomplishment."	2	1	2	2	2	2	2	Talk to every woman in the world after equipping the EX Skill " Personal", then speak with Sebastian in Meltokio.	
Gourmet Prince	"Cultivated in elegant lifestyle, the sight of you making food is truly that of a prince."				5	4	5		Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Zelos as the onscreen character.	
Narcissist	"You'll get more chicks with beauty on the outside!... Is that okay?"								Clothes Change 1 Get from sub-event: "Dance Party". Choose " Maybe Zelos" in the dialogue.	
Masked Swordsman	"As long as it's a self-proclaimed title, its validity cannot be trusted."								Clothes Change 2 Get from Zelos' groupies in Meltokio.	
Pickup Artist	"The ocean and the shores don't matter as long as there are beautiful ladies."								Clothes Change 3 Get from sub-event: "Swimsuit Event". Talk to the mother who is searching for her four children. Find the children in Altamira. Either have Zelos as one of your top three group members in relationship value, or choose "Maybe Zelos" in the dialogue.	
Idiot Chosen	"A title given by a friend during the journey. It's not a name given out of spite."			3			3		Get during the skit "Mizuho, the Mystical Village".	
Grand Champion	"Float like a butterfly and sting like a bee. It's a little cliche'."	4	3	4	4	4	4	4	Complete Advanced Single Mode at the Coliseum using Zelos.	
Gleaming Knight	"A title given to the one whose sword's edge gleams with the magical light."	3	2	2		1			Get after reaching Level 40	Yes
Elegant Swordsman	"The ray of beauty emanates from him. Your beautiful eyes reflect off his blade."	10			10				Get after reaching Level 100	Yes
Tetra Slash	"Execution of the four combo attack by linking a Special Attack to a normal combo."	2		2					Perform a combo using three different types of normal attacks and then a Lv.1 Lv.2 or Lv.3 Special Attack.	No
Casanova	"It is the man's dream, the ever sought after ambition. A true man will have this title!"				2	2	2		Fight with a party of 3 females (during battle).	Yes
Gilgamesh	"A hero's title that starts with three Green Slimes. Be careful not to get ZAP."	8	1	8	8				Equip Excalibur, Golden Helm, Golden Armor, Hyper Gauntlet, or Blue Shield and finish a battle.	Yes
Commander-in-Chief	"A title given to those who love to order people around. Can't you shut up for one second?"		1			3			Peform over 4 party commands in one battle.	No
Loudmouth	"What do you mean "loudmouth?" I have a beautiful voice, like my face and..."					3	2	2	Hear Zelos' voice over 50 times in one battle	Yes

PRESEA COMBATIR

Though Presea appears to be a young girl, she has the combined strength of several fully-grown men. Her starry-eyed stare and blank demeanor indicate that something terrible happened to Presea in the past. Genis' instant fondness for her causes him to plead with the others to bring Presea along on their journey, so that her dilemma might be resolved. However, the party may be unwise to trust that Presea has not been programmed to cause greater harm.

PRESEA'S TITLES

TITLE	DESCRIPTION	HP	TP	STR	DEF	INT	EVA	ACC	CONDITIONS	AUTOBAT
Taciturn Girl	"Her eyes do not reflect anything. She shows no emotions. What has made her this way?"								Default title	
Mature Kid	"Her mature expressions represent her hidden, cruel past."	7	2					3	Get during sub-event "A Mature Child," talk to Wells when visiting Ozette for the first time.	
Empty Soul	"A huge void in her heart. It is filled not by darkness, but kindness from others."	4	3	4	4	4	4	4	Get during sub-event "Nebilim Event". Collect all Devil's Arms and battle Abyssion.	
Master Chef	"Silent and devoted, your cooking is supreme. A title well-suited for someone like you."				5	4	5		Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Presea as the onscreen character.	
Little Madam	"A cute dress that favors her charm. But no words of praise may reach her."								Clothes Change 1 Get from sub-event: "Dance Party". Choose "Maybe Presea" in the dialogue.	
Dream Traveler	"The legendary Klonoa that traveled to the moon and the world of four bells."								Clothes Change 2 Get from sub-event: "Klonoa", during an event in Altamira.	
First-timer at Sea	"The heat from the sand is proof that you are alive. But 'octagonal turtle'?..."								Clothes Change 3 Get from sub-event: "Swimsuit Event". Talk to the mother who is searching for her four children. Find the children in Altamira. Either have Presea as one of your top three group members in relationship value, or choose "Maybe Presea" in the dialogue.	
Paw Mania	"Poke poke poke poke...I can't stop it...Poke poke poke poke...it doesn't stop..."		1			5			Get during the skit "Poke Poke".	
Deadly Flower	"She is a flower that blooms in the Coliseum. But at her feet are numerous corpses..."	3	2	3	3	3	3	3	Complete Single Mode Advanced at the Coliseum with Presea.	
Axman	"It is a raging storm; a steel storm that mows down all. Nothing is left after her battle."	2	1		3				Get after reaching Level 40	Yes
Bursting Girl	"Run right and boom! Run left and boom! The ax she wields shakes the earth!"	10		10					Get after reaching Level 100	Yes
Fragile Shield	"A title for the fragile who repeatedly Guard Break."	2			3				Guard Break over 10 times during one battle.	Yes
Lone Girl	"The sole flower that blooms in battle. But she's a force to be reckoned with..."				2	2	2		Form a party with Presea and three other male characters at the start of the battle.	Yes
Associate	"Parties with only those of the same homeland. Is the wall between the worlds too wide?"				3	3			Form a party with only residents from Tethe'alla at the start of the battle.	Yes
Hunter	"Hunting down the same race of monster over and over. A title befitting a hunter like you."			3				2	Battle over 5 times with the same Monster Type. Works in the field or in dungeons.	Yes

REGAL BRYANT

A convict who attacks the heroes in the sewers of Meltokio, Regal displays an uncharacteristic persistence by pursuing them on their journey. Though Regal eventually surrenders and joins the heroes on their quest, he insists that his arms remain bound to atone for some heinous crime he committed in his past. Not a typical convict, Regal displays a refined quality that is uncommon amongst criminals. His knowledge of Tethe'alla is surprising, and also useful to the heroes.

REGAL'S TITLES

TITLE	DESCRIPTION	HP	TP	STR	DEF	INT	EVA	ACC	CONDITIONS	AUTOBAT
Convict	"The shackle is the symbol of the crime he committed. Its weight condemns him."								Default title	
El Presidente	"Brought to you by the Lezareno Group, 'Making life magnificent from birth to death.' "			5	5	4			Get it when the members of the party discover he is the President of Lezareno.	
Eternal Sinner	"The dark wish is fulfilled but it is not the end. He fights for those hurt by Exspheres."		2				5	5	Talk to George after defeating Vharley.	
True Chef	"All are mesmerized by his cooking. The name makes all gourmets envious of his godly gift."				5	4	5		Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Regal as the onscreen character.	
Dandy	"His combed hair, straightened back, and broad chest. His scent is just dandy."								Clothes Change 1 Get from sub-event: "Dance Party". Choose " Maybe Regal" in the dialogue.	
God of The Kitchen	"The dark chef approaches! Stand up for the future of cooking and everyone's smiles!"								Clothes Change 2 Get from sub-event: "Iron Chef" in Meltokio.	
Swimmer	"The raging wave calls to him. Beyond the horizon there is..."								Clothes Change 3 Get from sub-event: "Swimsuit Event". Talk to the mother who is searching for her four children. Find the children in Altamira. Either have Regal as one of your top three group members in relationship value, or choose "Maybe Regal" in the dialogue.	
Paw Dandy	"It is a pure, elegant taste. Poke poke poke poke..."		1			5			Get during the skit "Paw".	
King of the Coliseum	"All doubted him at first, with his shackles...but he is the true king of the Coliseum."	4	2	4	4	4	4	4	Complete Coliseum Single Mode advance with Regal.	
Battle Artist	"Calculated, beautiful battle with no waste. It can only be called art."	5		5				4	Get after reaching Level 40	Yes
Perfect Battler	"Each blow crushes the enemy. The word 'perfect' does not even begin to describe..."	10		10					Get after reaching Level 100	Yes
Testosterone	"The pinnacle of masculinity. There has never before been so much man in one place."					4	4		Form a party with four guys and battle.	Yes
Potion King	"You get stronger as you drink more...maybe. A title for you who used a lot of potions."			3	3			3	Use potions more than 5 times on Regal during battle.	Yes
Way of the Jungle	"The truly strong go all out, even against the weak. A title for you who showed your will."	4			3		3		Fight against an enemy with over 8 levels in difference and win.	Yes
Pratfall King	"Blown away several times and...fell. A title for the dandy who doesn't soften his fall."	2			4		4		Get knocked down more than 3 times during one battle without air escaping.	Yes

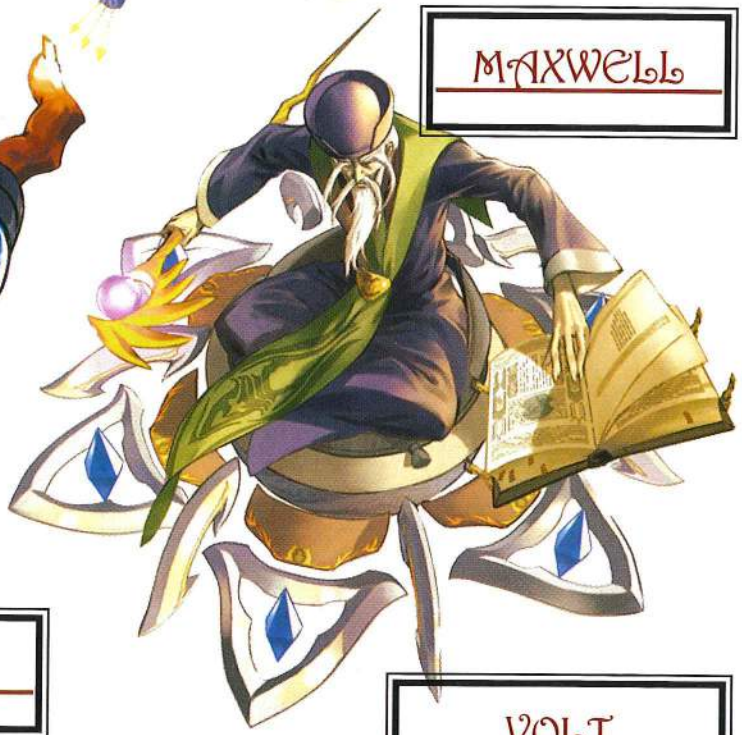
SUMMON SPIRITS

In spite of a tragedy in her past, Sheena is fully trained and capable of making pacts with powerful beings called Summon Spirits. The heroes must enter the elemental temples of the spirits and complete the trials in order to make the pact.

UNDINE

SYLPH

EFREET



MAXWELL

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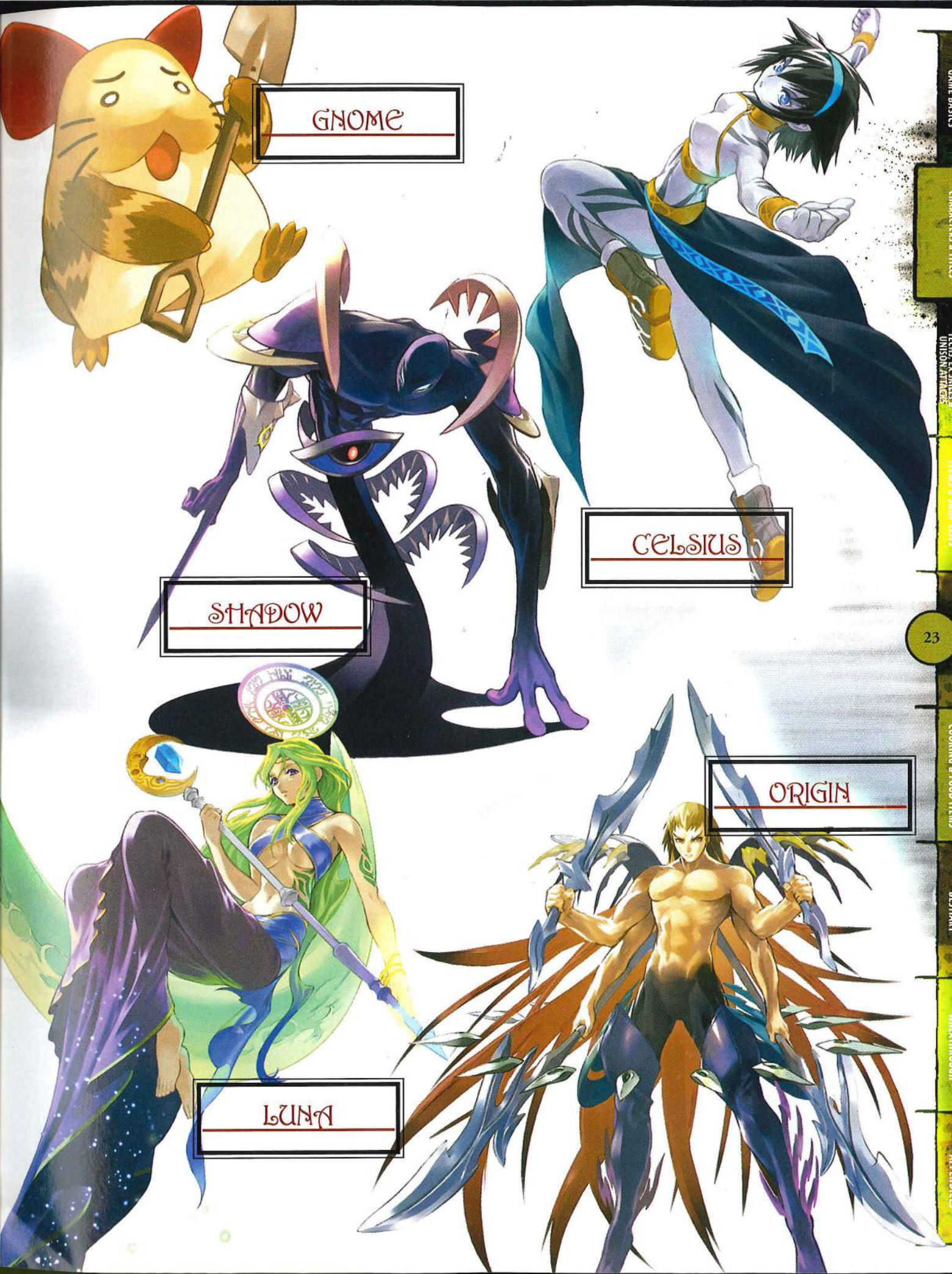

GNOME
CELSIUS
SHADOW
ORIGIN
LUNA

TECHS, EX SKILLS & UNISON ATTACKS

As long as a character has Tech Points (TP) remaining, he or she can cast magic or perform extra powerful attacks for the purpose of causing greater damage to an enemy, or to provide healing for allies or to boost status to make combat easier against tough enemies. Magic and skills are all called "Techs". Learning Techs is dependent upon EX Skills. Techs are also important to synchronized party assaults called Unison Attacks. This chapter deals with these intricate systems.

TECHS

Techs include magical spells and extra powerful attacks that the character becomes capable of using in battle. As characters level up and use their Techs, they become able to learn more Techs of increasing power.

Using Techs

Techs can be executed inside (marked with a red "B") or outside (indicated with a green circle) of battle by opening the Tech screen. In the field or in a town or dungeon, open the Main Menu and go to the Tech screen. Select healing Techs such as First Aid or Recover, and press the A Button to execute the Tech immediately.

In combat, Techs can be executed by opening the Combat Menu. Press the Y Button to open the menu, then select the Tech option. Choose the character that possesses the ability, and press the A Button to open their Tech screen. If the Tech is a healing art, select the needy ally from the lower status bar as the target. If the Tech is an attack type, the character casts the spell against the foe they are targeted to attack. Change targeting (while using the Combat Menu to perform Techs) by selecting the target with the Control Stick and pressing the A Button.

Casting Time

Techs involving magic spells require casting time. Find an isolated section of the battle map away from enemies, so that the character can cast the spell without interruption. If attacked while attempting to cast the spell, the casting is interrupted. The caster must then find a new casting location and start all over. If you are attempting to cast a spell and enemies approach, press the X Button to cancel casting and escape if possible.

Summoning

Through the formation of pacts with Summon Spirits, Sheena becomes able to summon them during combat. All summon Techs are incredibly powerful attacks. However, Sheena can only summon when she is in Over Limit mode.

Tech Shortcuts

Players control characters set to Semi-Auto or Manual modes. As Techs are learned, they are automatically assigned to four controller shortcuts. To use the Techs of the character you control, move the Control Stick in the direction specified by the Tech's location on the shortcut menu and press the B Button to execute. Tech shortcut assignment can be changed anytime during or outside of battle.

Learning Techs

Whether or not a character learns a Tech is dependent upon the level of the character, the Techs they have already learned, as well as whether the character is more disposed toward S-Type or T-Type.

Most new Techs are discovered after the character has used some other Tech a certain number of times. Tech usage is displayed in the bottom right corner of the Tech screen. Highlight any Tech to view the number of times it has been used in battle.

Learning Techs also requires that the character reach a certain level. Once the character acquires the prerequisite experience level and uses their Techs a certain number of times, new Techs are learned.

The Techs learned by the character are determined by the EX Skills set on the character. More on setting EX Gems and EX Skills is detailed in the section below. EX Skills fall into two categories, Strike Type (S-Type) and Technical Type (T-Type). When the character has more of one type equipped and fights consecutive battles, the character begins to lean to one type or the other. The type gauge next to the character's name in the Main Menu shows how they are developing. Characters that are developing toward S-Type learn S-Type Techs, and characters leaning toward T-Type learn T-Type skills. Note: many Techs are not type specific.

Techs in blue font indicate that the character has reached the requisite level for that Tech and will acquire it upon meeting the Usage and/or Type requirement.

Forgetting Techs

If a character is developing as an S-Type, and is only learning S-Type Techs, there may come a time when you want the character to learn a few T-Type Skills. Change the character's type by equipping T-Type EX Skills, and prepare the character to learn T-Type Techs by forgetting certain S-Type Techs. Wearing the Strike Ring or Technical Ring accessories can accelerate type changeover.

Notice that when you forget a Tech, you can relearn the same Tech once the requirements are met a second time. Since the character should already have the requisite level, you need only perform the required Tech a certain number of times to relearn the old skill.

Disabled Techs

With CPU controlled characters that are set to Auto mode, sometimes it is important to disable some of their Techs so that they do not accidentally use the wrong magic against an enemy. Some enemies such as the Summon Spirits are capable of absorbing damage from magic of their own elemental type. For instance, Efreet may be able to absorb magic attacks with a Fire element. Prior to or while fighting Efreet, enter the Tech menu and disable Genis' Fire-based magic Techs. To turn a Tech off, select it with the cursor and press the Y Button. Techs that appear in a gray font are disabled.

Explanation of Tech Data

Name

Name of Tech or spell.

Tech Type

Strength of the Tech, as well as whether the Tech causes damage to foes or benefits allies in some manner.

Attack Type

In Lloyd's case, the Tech is executed with a Slashing or Thrusting motion. In all other cases, refers to the number of targets or an "area" of effect.

Element

Elemental properties of the Tech, if any. Elements affect creatures that are weak to it. Use the Magic Lens to determine the elemental strengths and weaknesses of an enemy.

T/S

Whether the Technique is Technical Type or Strike Type. Character is able to learn the Tech when their type meter is more disposed to one type or the other.

M H (Max Hits)

Number of times the foe is struck. Multiplies the amount of damage inflicted.

TP

Tech Points required to use the Tech or cast the spell. Insufficient Tech Points causes "TPxx" to appear over the character's head.

Effects

Additional benefits to allies or Status Effects inflicted on enemies.

Forget

Knowing a Tech may prevent learning of certain other Techs. Forgetting the Tech may cause you to forget another Tech. Numbers refer to the Tech within the character's own list, such as the 14th Tech, the 24th Tech, etc.

Conditions

To learn the Tech, the character must be at or above the required level and may have to perform another Tech a certain number of times.

SECRET TECH!!!

A Tech termed "secret", indicating a bonus Tech. These Techs are separated from the main tables and given special treatment. How to meet the requirements is listed for these Secret Techs, so work hard for them and you'll be rewarded.

Lloyd's Techs

#	NAME	TECH TYPE	ATK TYPE	ELEMENT	T/S	M H	TP	EFFECTS	FORGET	CONDITIONS
1	Demon Fang	Lv1 Sp. ATK	Slash			1	4			
2	Double Demon Fang	Lv2 Sp. ATK	Slash		T	2	16		2,3,23,24	Lv16, use Demon Fang over 50 times
3	Demonic Chaos	Lv3 Sp. ATK	Slash		T	5	34			Lv50, use Double Demon Fang over 50 times
4	Fierce Demon Fang	Lv2 Sp. ATK	Slash		S	4	16		4,5,23,24	Lv16, use Demon Fang over 50 times
5	Demonic Circle	Lv3 Sp. ATK	Slash		S	3	38			Lv50, use Fierce Demon Fang over 50 times
6	Tiger Blade	Lv1 Sp. ATK	Slash			2	8			Lv9
7	Tiger Rage	Lv2 Sp. ATK	Slash		T	4	19		7,23,25	Lv27, use Tiger Blade over 50 times
8	Heavy Tiger Blade	Lv2 Sp. ATK	Slash		S	2	19		8,9,23,25	Lv27, use Tiger Blade over 50 times
9	Twin Tiger Blade	Lv3 Sp. ATK	Slash		S	4	35			Lv54, use Heavy Tiger Blade over 50 times
10	Sword Rain	Lv1 Sp. ATK	Thrust			5	7			Lv7
11	Sword Rain: Alpha	Lv2 Sp. ATK	Thrust		T	9	16		11,12,25,28	Lv21, use Sword Rain over 50 times
12	Sword Rain: Beta	Lv3 Sp. ATK	Thrust		T	11	38			Lv59, use Sword Rain: Alpha over 50 times
13	Sonic Sword Rain	Lv2 Sp. ATK	Thrust		S	7	16		13,25,28	Lv21, use Sword Rain over 50 times
14	Sonic Thrust	Lv1 Sp. ATK	Thrust			1	5			Lv4
15	Hurricane Thrust	Lv2 Sp. ATK	Thrust	Wind	T	2	14		15,24,26	Lv18, use Sonic Thrust over 50 times
16	Super Sonic Thrust	Lv2 Sp. ATK	Thrust		S	1	14		16,24,26	Lv18, use Sonic Thrust over 50 times
17	Tempest	Lv1 Sp. ATK	Slash			4	8			Lv11
18	Omega Tempest	Lv2 Sp. ATK	Slash		T	8	17		18,26,27	Lv24, use Tempest over 50 times
19	Psi Tempest	Lv2 Sp. ATK	Slash		S	7	17		19,26,27	Lv24, use Tempest over 50 times
20	Beast	Lv2 Sp. ATK	Slash			2	12			Lv14
21	Raging Beast	Lv3 Sp. ATK	Slash		T	3	25		21,27,28	Lv30, use Beast over 50 times
22	Hunting Beast	Lv3 Sp. ATK	Slash		S	3	24		22,27,28	Lv30, use Beast over 50 times
23	Demonic Tiger Blade	Lv3 Sp. ATK	Slash, Slash			4	32			Lv35, use Demon Fang and Tiger Blade derivations over 50 times
24	Demonic Thrust	Lv3 Sp. ATK	Slash, Thrust			3	30			Lv32, use Demon Fang and Sonic Thrust derivations over 50 times
25	Raining Tiger Blade	Lv3 Sp. ATK	Slash, Thrust			11	36			Lv44, use Sword Rain and Tiger Blade derivations over 50 times
26	Tempest Thrust	Lv3 Sp. ATK	Thrust, Slash			6	32			Lv38, use Tempest and Sonic Thrust derivations over 50 times
27	Tempest Beast	Lv3 Sp. ATK	Thrust			5	35			Lv41, use Tempest and Beast derivations over 50 times
28	Beast Sword Rain	Lv3 Sp. ATK	Slash, Thrust			9	38			Lv47, use Sword Rain and Beast derivations over 50 times
29	Rising Falcon	Lv3 Sp. ATK	Thrust			1	32			Lv40
30	Guardian	Lv3 Sp. ATK					10% Max	DAM reduced to 20%		Get saved by Kratos at Triet Ruins

SECRET TECH!!!	Lightning Thrust	Use Sonic Thrust 200 times with lightning weapon equipped.
SECRET TECH!!!	Lightning Tiger	Use Tiger Blade 200 times with lightning weapon equipped.
SECRET TECH!!!	Grave Blade	Use Fierce Demon Fang 200 times with earth weapon equipped.
SECRET TECH!!!	Rising Phoenix	Use Rising Falcon 200 times with fire weapon equipped.
SECRET TECH!!!	Falcon's Crest	Obtain title "Eternal Swordsman", equip Material Blade, HP low in the red, 100 TP available, press the X, A and B Buttons.

Colette's Techs

#	NAME	TECH TYPE	ATK TYPE	ELEMENT	T/S	M H	TP	EFFECTS	FORGET	CONDITIONS
1	Ray Thrust	Lv1 Sp. ATK	Single			1	5			
2	Dual Ray Thrust	Lv2 Sp. ATK	Single		T	2	10		2,3	Lv15, use Ray Thrust over 50 times
3	Triple Ray Thrust	Lv3 Sp. ATK	Single		T	3	22			Lv36, use Dual Ray Thrust over 50 times
4	Ray Satellite	Lv2 Sp. ATK	Single		S	5	14		4,5	Lv15, use Ray Thrust over 50 times
5	Triple Ray Satellite	Lv3 Sp. ATK	Single		S	7	26			Lv36, use Ray Satellite over 50 times
6	Pow Hammer	Lv1 Sp. ATK	Single			1	8			Lv8
7	Pow Pow Hammer	Lv2 Sp. ATK	Area		T	4	15		7,8	Lv18, use Pow Hammer over 50 times
8	Hammer Rain	Lv3 Sp. ATK	Area		T	10	30			Lv44, use Pow Pow Hammer over 50 times
9	Para Ball	Lv2 Sp. ATK	Single	Lightning	S	4	14		9,10	Lv18, use Pow Hammer over 50 times
10	Torrential Para Ball	Lv3 Sp. ATK	Single	Lightning	S	8	30			Lv44, use Para Ball over 50 times
11	Ring Whirlwind	Lv2 Sp. ATK	Single			3	11			Lv12
12	Ring Cyclone	Lv3 Sp. ATK	Single		T	5	22		12	Lv40, use Ring Whirlwind over 50 times
13	Whirlwind Rush	Lv3 Sp. ATK	Single		S	6	22		13	Lv40, use Ring Whirlwind over 50 times
14	Item Thief	Lv2 Sp. ATK	Single			1	10	Steals an item		Lv10
15	Item Rover	Lv3 Sp. ATK	Single			1	22	Steals an item		Lv28, use Item Thief over 50 times
16	Grand Chariot	Lv3 Sp. ATK	Single	Lightning		3	24			Lv32, use Pow Hammer and Ray Thrust derivations over 50 times
17	Stardust Cross	Lv3 Sp. ATK	Single			14	34			Lv50, use Pow Hammer and Ring Whirlwind derivations over 50 times
18	Angel Feathers	Angel Skill	Single	Light		3	20			Break the Fire Seal
19	Holy Song	Angel Skill	All	Light			35	ATK and DEF of all party members are raised for a period		Break any 3 Seals
20	Judgment	Angel Skill	All	Light		15	40			Clear the Tower of Salvation 1
21	Sacrifice	Angel Skill	All	Light		2	150			Break any 4 Seals
22	Damage Guard	Lv3 Sp. ATK					10% of Max TP	DAM reduced to 20%		Get saved by Kratos at Triet Ruins

SECRET TECH!!!	Toss Hammer	Use Pow Hammer 200 times, random chance to happen
SECRET TECH!!!	Ice Hammer	Use Pow Hammer 200 times with ice weapon equipped
SECRET TECH!!!	Holy Judgment	Use Judgment 50 times, Holy Song 50 times, random chance to happen

Genis' Techs

#	NAME	TECH TYPE	ATK TYPE	ELEMENT	T/S	M H	TP	EFFECTS	FORGET	CONDITIONS
1	Aqua Edge	Novice Magic	Single	Water		3	8			Lv7
2	Spread	Mid Magic	Area	Water	T	4	22		2,3,24	Lv17, use Aqua Edge over 50 times
3	Tidal Wave	Adv Magic	All	Water	T	12	60		4,29,32	Lv38, use Spread over 50 times
4	Aqua Laser	Mid Magic	Single	Water	S	3	20			Lv17, use Aqua Edge over 50 times
5	Fire Ball	Novice Magic	Single	Fire		3	7			
6	Eruption	Mid Magic	Area	Fire	T	3	24		6,7,24	Lv23, use Fire Ball over 50 times
7	Explosion	Adv Magic	Area	Fire	T	1	55			Lv56, use Eruption over 50 times
8	Flame Lance	Mid Magic	Single	Fire	S	2	24		8,26,27	Lv23, use Fire Ball over 50 times
9	Wind Blade	Novice Magic	Single	Wind		3	8			Lv5
10	Air Thrust	Mid Magic	Area	Wind	T	7	22		10,11	Lv20, use Wind Blade over 50 times
11	Cyclone	Adv Magic	Area	Wind	T	12	50			Lv50, use Air Thrust over 50 times
12	Air Blade	Mid Magic	Single	Wind	S	3	22		12,25,29,32	Lv20, use Wind Blade over 50 times
13	Stone Blast	Novice Magic	Single	Earth		3	7			Lv3
14	Stalagmite	Mid Magic	Area	Earth	T	5	20		14,15,25	Lv14, use Stone Blast over 50 times
15	Ground Dasher	Adv Magic	Area	Earth	T	10	46			Lv46, use Stalagmite over 50 times
16	Grave	Mid Magic	Single	Earth	S	5	22		16,30,31,32	Lv14, use Stone Blast over 50 times
17	Lightning	Novice Magic	Single	Lightning		1	9			Lv9
18	Thunder Blade	Mid Magic	Area	Lightning	T	4	28		18,19,25	Lv26, use Lightning over 50 times
19	Indignation	Adv Magic	Area	Lightning	T	1	60			Lv60, use Thunder Blade over 50 times
20	Spark Wave	Mid Magic	Single	Lightning	S	8	26		20,27,31,32	Lv26, use Lightning over 50 times
21	Icicle	Novice Magic	Single	Ice		2	10			Lv11
22	Ice Tornado	Mid Magic	Area	Ice	T	6	30		22	Lv29, use Icicle over 50 times
23	Freeze Lancer	Mid Magic	Single	Ice	S	6	29		23,30,32	Lv29, use Icicle over 50 times
24	Raging Mist	Adv Magic	Area	Fire/Water	T	5	38			Lv35, learn Eruption and Spread
25	Gravity Well	Adv Magic	Area	Lightning/Earth	T	8	42			Lv42, learn Thunder Blade and Stalagmite
26	Spiral Flare	Adv Magic	Single	Fire/Wind	S	5	38			Lv35, learn Flame Lance and Air Blade
27	Thunder Arrow	Adv Magic	Single	Lightning/Fire	S	10	42			Lv40, learn Spark Wave and Flame Lance
28	Dreaded Wave	Adv Magic	Single	Earth		8	34			Lv32
29	Atlas	Adv Magic	Single	Wind/Water	S	9	42			Lv48, learn Air Blade and Aqua Laser
30	Absolute	Adv Magic	Single	Ice/Earth	S	2	46			Lv44, learn Freeze Lancer and Grave
31	Earth Bite	Adv Magic	Single	Earth/Lightning	S	10	44			Lv53, learn Grave and Spark Wave
32	Prism Sword	Adv Magic	Single	Light	S	7	58			Lv58, learn Absolute and Atlas
33	Meteor Storm	Adv Magic	All			14	80			From subevent, "Meteor Storm"
34	Force Field	Adv Magic					10% of Max TP	DAM reduced to 20%		Get saved by Kratos at Triet Ruins

SECRET TECH!!!	Indignant Judgment	Use Indignation 50 times, then use again in Over Limit

Raine's Techs

#	NAME	TECH TYPE	ATK TYPE	ELEMENT	T/S	M H	TP	EFFECTS	FORGET	CONDITIONS
1	First Aid	Novice Healing	Single				8	Recover 30% HP		
2	Nurse	Mid Healing	All		T		28	Recover 40% HP for all	2,3,23	Lv26, use First Aid over 50 times
3	Healing Circle	Adv Healing	Area		T		56	Members recover 60% HP		Lv42, use Nurse over 50 times
4	Heal	Mid Healing	Single		S		20	Recover 60% HP.	4,5,24	Lv26, use First Aid over 50 times
5	Cure	Adv Healing	Single		S		64	Recover 100% HP		Lv42, use Heal over 50 times
6	Recover	Novice Healing	Single				12	Fix physical ailments		Lv12
7	Purify	Mid Healing	Area		T		24	Fix physical ailments	7	Lv32, learn Recover
8	Restore	Mid Healing	Single		S		24	Fix physical ailments, and become immune - limited time	8	Lv32, learn Recover
9	Dispel	Novice Healing	Single				16	Fix magical ailments		Lv16
10	Nullify	Mid Healing	All		T		28	Fix magical ailments for all	10	Lv38, learn Dispel
11	Anti-magic	Mid Healing	Single		S		28	Fix magical ailments, and become immune - limited time	11	Lv38, learn Dispel
12	Sharpness	Novice Healing	Single				12	Raises ATK by 10% - limited time		Lv14
13	Acuteness	Mid Healing	All		T		32	Raises ATK by 10% for all - limited time	13	Lv35, use Sharpness over 50 times
14	Keenness	Mid Healing	Single		S		32	Raises ATK by 15% for the duration of the battle	14	Lv35, use Sharpness over 50 times
15	Barrier	Novice Healing	Single				8	Raises DEF by 10% - limited time		Lv10
16	Field Barrier	Mid Healing	All		T		48	Raises DEF by 10% for all - limited time	16	Lv29, use Barrier over 50 times
17	Permaguard	Mid Healing	Single		S		40	Raises DEF by 15% for the duration of the battle	17	Lv29, use Barrier over 50 times
18	Photon	Mid Magic	Single	Light		2	16			Lv18
19	Ray	Adv Magic	Area	Light	T	9	35		19	Lv46, use Photon over 50 times
20	Holy Lance	Adv Magic	Single	Light	S	5	40		20	Lv46, use Photon over 50 times
21	Charge	Novice Healing	Single				24	Recover 15TP		Lv8
22	Resurrection	Adv Healing	Single				48	Raise one party member		Rescue the Unicorn
23	Revitalize	Adv Healing	All		T		96	Recover 70% HP for all		Lv50, use Healing Circle over 50 times
24	Revive	Adv Healing	Single		S		96	Automatically raise if member dies		Lv50, use Cure over 50 times
25	Force Field	Lv3 Sp. Attack					10% of Max TP	DAM reduced to 20%		Get saved by Kratos at Triet Ruins

Sheena's Techs

#	NAME	TECH TYPE	ATK TYPE	ELEMENT	T/S	M H	TP	EFFECTS	FORGET	CONDITIONS
1	Power Seal	Lv1 Sp. ATK	Single			1	5	May decrease DEF 10% - limited time		
2	Power Seal Pinion	Lv2 Sp. ATK	Single		T	2	18	May decrease DEF 10% - limited time	2	Lv37, use Power Seal over 50 times
3	Power Seal Absolute	Lv2 Sp. ATK	Single		S	1	22	Decreases DEF 10% - limited time	3	Lv37, use Power Seal over 50 times
4	Serpent Seal	Lv1 Sp. ATK	Single			1	5	May decrease EVA 10% - limited time		Lv34
5	Serpent Seal Pinion	Lv2 Sp. ATK	Single		T	2	12	May decrease EVA 10% - limited time	5	Lv52, use Serpent Seal over 50 times
6	Serpent Seal Absolute	Lv2 Sp. ATK	Single		S	1	24	Decreases EVA 10% - limited time	6	Lv52, use Serpent Seal over 50 times
7	Pyre Seal	Lv3 Sp. ATK	Single			1	15			
8	Life Seal	Lv2 Sp. ATK	Single			1	15	Recover HP when attack connects		Lv22
9	Mirage Seal	Lv1 Sp. ATK	Single			1	5	May decrease ACC 10% - limited time		Lv26
10	Mirage Seal Pinion	Lv2 Sp. ATK	Single		T	2	12	May decrease ACC 10% - limited time	10	Lv44, use Mirage Seal over 50 times
11	Mirage Seal Absolute	Lv2 Sp. ATK	Single		S	1	20	Decreases ACC 10% - limited time	11	Lv44, use Mirage Seal over 50 times
12	Spirit Seal	Lv2 Sp. ATK	Single			1	15	Recover TP when attack connects		Lv30
13	Sylva Seal	Seal Skill	Single				14	Add elemental attacks - limited time		After getting contracts with Fire, Water, Wind, and Light Spirits
14	Tethe Seal	Seal Skill	Single				14	Add elemental attacks - limited time		After getting contracts with Earth, Ice, Lightning, and Darkness Spirits
15	Force Seal	Lv3 Sp. ATK	Single				25	Increase the time an enemy can be staggered		Lv40
16	Demon Seal	Lv3 Sp. ATK	Single	Light		1	35			Lv60, use Pyre Seal over 50 times
17	Purgatory Seal	Seal Skill	Single				40	Raise a member, but with 0 HP		Lv48
18	Cyclone Seal	Lv3 Sp. ATK	Area			2	35			Lv56
19	Summon: Corrine	Summon	Single			1	30			
20	Summon: Fire	Summon	Area	Fire		1	100	Raises ATK		Contract with Efreet
21	Summon: Water	Summon	Area	Water		4	100	Recovers HP		Contract with Undine
22	Summon: Wind	Summon	Area	Wind		5	100	Increases Speed		Contract with Sylph
23	Summon: Ice	Summon	All	Ice		2	100	Raises ACC		Contract with Celsius
24	Summon: Lightning	Summon	Area	Lightning		10	100	Nullifies status abnorms		Contract with Volt
25	Summon: Earth	Summon	Area	Earth		6	100	Raises DEF		Contract with Gnome
26	Summon: Light	Summon	All	Light		15	100	Raises MAG ATK		Contract with Luna
27	Summon: Darkness	Summon	Area	Darkness		10	100	Nullifies status effects		Contract with Shadow
28	Summon: Origin	Summon	Area			14	100	Raises ATK and DEF		Contract with Origin
29	Summon: Birth	Summon	All			14	100	Raises MAG DEF		Contract with Maxwell
30	Guardian Seal	Lv3 Sp. ATK					10% of Max TP	DAM reduced to 20%		

Kratos' Techs

#	NAME	TECH TYPE	ATK TYPE	ELEMENT	T/S	M H	TP	EFFECTS	FORGET	CONDITIONS
1	Demon Fang	Lv1 Sp. ATK	Slash			1	4			
2	Double Demon Fang	Lv2 Sp. ATK	Slash		T	2	16		2,23	Lv15, use Demon Fang over 50 times
3	Fierce Demon Fang	Lv2 Sp. ATK	Slash		S	4	16		3,23	Lv15, use Demon Fang over 50 times
4	Sonic Thrust	Lv1 Sp. ATK	Thrust			1	5			
5	Hurricane Thrust	Lv2 Sp. ATK	Thrust	Wind	T	2	18		5	Lv28, use Sonic Thrust over 50 times
6	Super Sonic Thrust	Lv2 Sp. ATK	Thrust		S	1	18		6	Lv28, use Sonic Thrust over 50 times
7	Light Spear	Lv2 Sp. ATK	Thrust			4	18			Lv23
8	Victory Light Spear	Lv3 Sp. ATK	Thrust		T	4	26		8,23	Lv43, use Light Spear over 50 times
9	Light Spear Cannon	Lv3 Sp. ATK	Thrust		S	6	26		9,23	Lv43, use Light Spear over 50 times
10	Fire Ball	Novice Magic	Single	Fire		3	7			
11	Eruption	Mid Magic	Area	Fire		3	24			Lv31, use Fire Ball over 50 times
12	Wind Blade	Novice Magic	Single	Wind		3	8			Lv8
13	Air Thrust	Mid Magic	Area	Wind		7	22			Lv18, use Wind Blade over 50 times
14	Stone Blast	Novice Magic	Single	Earth		3	7			Lv10
15	Grave	Mid Magic	Single	Earth		5	22			Lv34, use Stone Blast over 50 times
16	Lightning	Novice Magic	Single	Lightning		1	9			Lv12
17	Thunder Blade	Mid Magic	Area	Lightning		4	28			Lv21, use Lightning over 50 times
18	First Aid	Novice Healing	Single				8	Recover 30% HP		
19	Hell Pyre	Lv3 Sp. ATK	Slash	Fire		4	22			Lv40, learn Eruption
20	Lightning Blade	Lv2 Sp. ATK	Thrust	Lightning		2	22			Lv37, learn Thunder Blade
21	Healing Stream	Adv Healing	Area				45	Members recover 45% HP		Lv46, learn Grave
22	Healing Wind	Adv Healing	Area				35	Members recover 30% HP		Lv26, learn Air Thrust
23	Demon Spear	Lv3 Sp. ATK	Slash, Thrust			6	30			Lv49, use Demon Fang and Light Spear derivations over 50 times
24	Super Lightning Blade	Lv3 Sp. ATK	Thrust	Lightning		2	34			Lv52, learn Thunder Blade and Air Thrust
25	Judgment	Angel Skill	All	Light		15	40			Kratos becomes a party member again
26	Guardian	Lv3 Sp. ATK					10% of Max TP	DAM reduced to 20%		

SECRET TECH!!!	Grave Blade	Use Fierce Demon Fang 200 times with earth weapon equipped

Zelos' Techs

#	NAME	TECH TYPE	ATK TYPE	ELEMENT	T/S	M H	TP	EFFECTS	FORGET	CONDITIONS
1	Demon Fang	Lv1 Sp. ATK	Slash			1	4			
2	Double Demon Fang	Lv2 Sp. ATK	Slash		T	2	16		2,23	Lv15, use Demon Fang over 50 times
3	Fierce Demon Fang	Lv2 Sp. ATK	Slash		S	4	16		3,23	Lv15, use Demon Fang over 50 times
4	Sonic Thrust	Lv1 Sp. ATK	Thrust			1	5			
5	Hurricane Thrust	Lv2 Sp. ATK	Thrust	Wind	T	2	18		5	Lv28, use Sonic Thrust over 50 times
6	Super Sonic Thrust	Lv2 Sp. ATK	Thrust		S	1	18		6	Lv28, use Sonic Thrust over 50 times
7	Light Spear	Lv2 Sp. ATK	Thrust			4	18			Lv23
8	Victory Light Spear	Lv3 Sp. ATK	Thrust		T	4	26		8,23	Lv43, use Light Spear over 50 times
9	Light Spear Cannon	Lv3 Sp. ATK	Thrust		S	6	26		9,23	Lv43, use Light Spear over 50 times
10	Fire Ball	Novice Magic	Single	Fire		3	7			
11	Eruption	Mid Magic	Area	Fire		3	24			Lv31, use Fire Ball over 50 times
12	Wind Blade	Novice Magic	Single	Wind		3	8			Lv8
13	Air Thrust	Mid Magic	Area	Wind		7	22			Lv18, use Wind Blade over 50 times
14	Stone Blast	Novice Magic	Single	Earth		3	7			Lv10
15	Grave	Mid Magic	Single	Earth		5	22			Lv34, use Stone Blast over 50 times
16	Lightning	Novice Magic	Single	Lightning		1	9			Lv12
17	Thunder Blade	Mid Magic	Area	Lightning		4	28			Lv21, use Lightning over 50 times
18	First Aid	Novice Healing	Single				8	Recover 30% HP		
19	Hell Pyre	Lv3 Sp. ATK	Slash	Fire		4	22			Lv40, learn Eruption
20	Lightning Blade	Lv2 Sp. ATK	Thrust	Lightning		2	22			Lv37, learn Thunder Blade
21	Healing Stream	Adv Healing	Area				45	Members recover 45% HP		Lv46, learn Grave
22	Healing Wind	Adv Healing	Area				35	Members recover 30% HP		Lv26, learn Air Thrust
23	Demon Spear	Lv3 Sp. ATK	Slash, Thrust				6	30		Lv49, use Demon Fang and Light Spear derivations over 50 times
24	Super Lightning Blade	Lv3 Sp. ATK	Thrust	Lightning		2	34			Lv52, learn Thunder Blade and Air Thrust
25	Guardian	Lv3 Sp. ATK					10% of Max TP	DAM reduced to 20%		

SECRET TECH!!!	Grave Blade	Use Fierce Demon Fang 200 times with earth weapon equipped

Presea's Techs

#	NAME	TECH TYPE	ATK TYPE	ELEMENT	T/S	M H	TP	EFFECTS	FORGET	CONDITIONS
1	Destruction	Lv1 Sp. ATK	Slash	Earth		6	6			
2	Deadly Destruction	Lv2 Sp. ATK	Slash	Earth	T	11	10		2,3,17,18	Lv39, use Destruction over 50 times
3	Infinite Destruction	Lv3 Sp. ATK	Slash	Earth	T	15	38			Lv56, use Deadly Destruction over 50 times
4	Fiery Destruction	Lv2 Sp. ATK	Slash	Earth	S	5	12		4,17,18	Lv39, use Destruction over 50 times
5	Punishment	Lv1 Sp. ATK	Slash			1	5			Lv25
6	Dual Punishment	Lv2 Sp. ATK	Slash		T	2	16		6,7	Lv36, use Punishment over 50 times
7	Rising Punishment	Lv3 Sp. ATK	Slash		T	4	28			Lv44, use Dual Punishment over 50 times
8	Finality Punishment	Lv2 Sp. ATK	Slash		S	3	12		8	Lv36, use Punishment over 50 times
9	Infliction	Lv1 Sp. ATK	Slash			1	4			
10	Dual Infliction	Lv2 Sp. ATK	Slash		T	2	13		10,11,17	Lv33, use Infliction over 50 times
11	Endless Infliction	Lv3 Sp. ATK	Slash		T	5	28			Lv40, use Dual Infliction over 50 times
12	Resolute Infliction	Lv2 Sp. ATK	Slash		S	2	15		12,17	Lv33, use Infliction over 50 times
13	Devastation	Lv1 Sp. ATK	Slash			1	8			Lv28
14	Finite Devastation	Lv2 Sp. ATK	Slash		T	2	11		14,18	Lv42, use Devastation over 50 times
15	Mass Devastation	Lv2 Sp. ATK	Slash		S	5	12		15,16,18	Lv42, use Devastation over 50 times
16	Eternal Devastation	Lv3 Sp. ATK	Slash	Earth	S	7	26			Lv54, use Mass Devastation over 50 times
17	Fiery Infliction	Lv3 Sp. ATK	Slash	Earth		8	18			Lv48, use Destruction and Infliction derivations over 50 times
18	Eternal Damnation	Lv3 Sp. ATK	Slash	Earth		11	20			Lv51, use Destruction and Devastation derivations over 50 times
19	Beast	Lv3 Sp. ATK	Slash			2	14			
20	Earthly Protection	Lv3 Sp. ATK					10% of Max TP	DAM reduced to 20%		

Regal's Techs

#	NAME	TECH TYPE	ATK TYPE	T/S	M H	TP	EFFECTS	FORGET	CONDITIONS
1	Crescent Moon	Anti-air	Single		1	8			
2	Spin Kick	Ground	Single		1	6			
3	Triple Kick	Ground	Single		3	14	3,4,18		Lv38, use Spin Kick over 50 times
4	Wolverine	Ground	Single		5	28			Lv60, use Triple Kick over 50 times
5	Swallow Kick	Anti-air	Single			1	8		Lv31
6	Swallow Dance	Anti-air	Single	T	3	16		6	Lv40, use Swallow Kick over 50 times
7	Dragon Dance	Anti-air	Single	S	3	16		7	Lv40, use Swallow Kick over 50 times
8	Eagle Dive	Midair	Single		1	8			
9	Eagle Rage	Midair	Single	T	3	18		9,18	Lv43, use Eagle Dive over 50 times
10	Eagle Fall	Midair	Single	S	2	18		10,18	Lv43, use Eagle Dive over 50 times
11	Rising Dragon	Anti-air	Single		1	10			Lv34
12	Dragon Fury	Anti-air	Single	T	2	18		12	Lv46, use Rising Dragon over 50 times
13	Dragon Rage	Anti-air	Single	S	2	24		13	Lv46, use Rising Dragon over 50 times
14	Heaven's Charge	Ground	Single		1	14			Lv49
15	Healer	Single			15		Recovers HP		
16	Chi Healer	Single	Single	T		30	Recovers HP	16	Lv52, use Healer over 50 times
17	Grand Healer	Single	Single	S		30	Recovers HP	17	Lv52, use Healer over 50 times
18	Triple Rage Kick	Midair	Single		4	26			Lv55, use Eagle Dive and Spin Kick derivations over 50 times
19	Crescent Dark Moon	Anti-air	Single		4	30			Lv57
20	Mirage	Ground	Single			12			
21	Bastion		Lv3 Sp. ATK				10% of Max TP	DAM reduced to 20%	

SECRET TECH!!!	Super Swallow Dance	Use Swallow Dance 200 times with wind weapon equipped

EX SKILLS

EX Skills become available when an EX Gem is set on a character. Most EX Skills are battle abilities with different effects, such as increased Max HP, increased Max TP, etc. Some EX Skills are non-battle abilities.

EX Gems

EX Gems vary in level, 1 through 4. When an EX Gem is set to a character, four EX Skills become available. However, only one EX Skill can be set for every EX Gem in use. Four EX Gems can be set for each character in the party.

After EX Gems are obtained, open the EX Skill screen in the Main Menu and highlight an open "Lv" slot. Press the A Button to set an EX Gem, and choose one of the gems available.

Setting an EX Gem is a deep commitment. If you decide to equip a different EX Gem in one of a character's slots, the previous gem is destroyed and can never be used again.

EX Skills

After equipping an EX Gem, move the cursor to the column on the right. Four possible EX Skills can be set in an EX Skill slot for every gem equipped. The skills available depend upon the level of the gem and the character.

EX Skills are either T-Type (Technical Type) or S-Type (Strike) and have a number of different effects, such as changing character attributes or increasing the number of attacks a character can do during battle. EX Skills may also enable additional benefits out of battle. For instance, Lloyd's Personal EX Skill enables the party to move at twice the normal speed in towns or dungeons. Zelos' Personal EX Skill allows you to hustle women for money and items whenever the flamboyant red-haired warrior is the onscreen character.

Compound EX Skills

Combinations of different EX Skills unlock more advanced Compound EX Skills. When the proper combinations of EX Skills are equipped on a character, he or she might learn a Compound EX Skill during the next battle. Compound EX Skills appear in a short list in a column to the right of the main EX Skills list, and they are only effective as long as the required component EX Skills remain equipped.

Compound EX Skills have varied effects much like the normal EX Skills. The main benefit of Compound EX Skills is that the character becomes able to have more than four innate abilities at one time.

EX Skill Types

EX Skills can be either T-Type or S-Type. The more battles are fought, the further the character's type gauge moves in the direction of the set EX Skill type. When a character is more disposed toward one type, they learn the Techs of that type. Therefore, determine how you want the character to develop and which Techs you want them to learn. Set the proper EX Skills to influence the development of the character.

Type Gauge Influence

If multiple EX Skills of both types are set, then the majority determines the technique type towards which the character develops. For instance, if a character has two T-Type EX Skills and one S-Type EX Skill set then the character's type gauge moves toward T-Type.

If a character has an equal number of each type set, then growth is determined by the amount of Techs and normal attacks used in battle. When Techs are used more often than normal attacks, the character's type gauge begins to move toward T-Type.

USING ETERNAL

THE EX SKILL "ETERNAL" HAS NO EFFECT ON ITS OWN, BUT IT IS USED IN MANY COMPOUND EX SKILL COMBINATIONS.

Standard EX Skills: Lloyd

EX LEVEL	TYPE	NAME	EFFECTS
1	S	Strong	Increases strength. Increases power of physical attacks.
1	S	Tough	Increases defense. Decreases damage from physical attacks.
1	T	Taunt	Taunt opponents by pressing Z. Increases U. Attack gauge.
1	T	Sharp-eyed	Increases accuracy and physical attack damage on enemies with low evasion.
2	S	Vitality	Increases max HP.
2	S	Personal	Increases mobility in cities and dungeons.
2	T	Dodge	Increases evasion. Decreases physical damage from enemies with low accuracy.
2	T	Dash	Increases mobility during battle.
3	S	Eternal	Combine with other EX Skills for different effects.
3	S	Guard Plus	Decreases the amount of damage taken while guarding.
3	T	Spirit	Increases max TP.
3	T	Add Combo	Increases basic attack combo by one.
4	S	Immunity	Occasionally avoid receiving status effects from enemy attacks.
4	S	Ability Plus	Follow a Special Attack with a second Special Attack.
4	T	Sky Combo	Increases midair basic attack combo by one.
4	T	Follow-up	Increases the amount of time the enemy staggers after a hit.

Explanation of EX Skills Data

EX Level:

Determines the level of EX Gem required to use a given skill. EX Gems are acquired in the adventure, and more can be purchased from Katz in certain towns by spending Grade Points earned in battle.

Type:

S(trike) or T(echnical), determines a character's personal S or T rating. Equipping multiple high-level S or T skills shifts a character more toward one type or the other.

Name:

The name of the EX Skill.

Effects:

Most EX Skill abilities are passive, combat-enhancing effects. Some have other effects, such as the handy Personal ability of Lloyd to increase movement speed in towns and dungeons. Equipping multiple EX Skills can lead to the character's discovery of Compound EX Skills during combat.

Explanation of Compound EX Skills

Name:

The name of the Compound EX Skill. Appears in a shorter list to the right of your character's list of EX Skills after a Compound EX Skill is discovered in battle.

Combination:

To discover Compound EX Skills, multiple EX Gems and EX skills must be set simultaneously. The most powerful Compound EX Skills require up to three or four EX skills to be set at the same time.

Effects:

Compound EX Skills affect characters in similar ways to their lesser EX Skill brethren, but magnified. Many Compound EX Skills are character specific (e.g., Colette's extremely useful Item Getter Compound allows you to ALWAYS steal items successfully).

Compound EX Skills: Lloyd

NAME	COMBINATION	EFFECTS
EX Attack	Strong + Tough	Increases amount of damage dealt against guarding enemies.
EX Defend	Dodge + Vitality	Occasionally avoid staggering when hit with physical attacks (not always effective).
L. Unison	Taunt + Personal	The Unison Attack Gauge occasionally stays full after a Unison Attack.
Counter	Guard Plus + Follow-up	Press A as soon as the character guards to attack without any lag time.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit time is increased.
R. Arts	Sharp-eyed + Sky Combo	Able to attack after recovering from a midair hit.
T. Guard	Strong + Taunt	Avoid staggering if hit during a taunt (not always effective).
Life Up	Vitality + Eternal	Max HP increases rarely
Spirit Up	Spirit + Eternal	Max TP increases rarely
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Quick Turn	Dash + Tough	Able to turn around instantly even when dashing.
B. Guard	Dash + Sharp-eyed	Avoid staggering if hit during a backstep (not always effective).
Unison Force	Eternal + Tough	Increases Unison Attack power.
Relax	Dodge + Spirit	Recover TP during battle if no action is taken for a while.
Critical Up	Strong + Personal	Increases chances of a Critical Hit.
Sky Attack	Sky Combo + Ability Plus	Use some Special Attacks in midair.
Run Away!	Dash + Taunt	Reduces the amount of time needed to escape.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
Jump Combo	Sharp-eyed + Add Combo + Follow-up	Able to link normal attacks after landing from a jump attack.
Aerial Guard	Guard Plus + Immunity + Sky Combo	Possible to guard in midair.
Technical	Spirit + Add Combo + Follow-up	Reduces the amount of TP consumed during battle.
C. Combo	Guard Plus + Follow-up + Ability Plus	Able to link combo attacks to counters.
Self Cure	Immunity + Tough + Vitality	Recover from status effects automatically.

Standard EX Skills: Colette

EX LEVEL	TYPE	NAME	EFFECTS
1	S	Strong	Increases strength. Increases power of physical attacks.
1	S	Tough	Increases defense. Decreases damage from physical attacks.
1	T	Taunt	Taunt opponents by pressing Z. Increases U. Attack gauge.
1	T	Sharp-eyed	Increases accuracy and physical attack damage on enemies with low evasion.
2	S	Vitality	Increases max HP.
2	S	Personal	Increases the duration of Holy Bottle effect.
2	T	Dodge	Increases evasion. Decreases physical damage from enemies with low accuracy.
2	T	Magical	Increases intelligence. Increases power of spell attacks.
3	S	Eternal	Combine with other EX Skills for different effects.
3	S	Resurrect	Occasionally revive automatically.
3	T	Spirit	Increases max TP.
3	T	Lucky	Increases Luck.
4	S	Immunity	Occasionally avoid receiving status effects from enemy attacks.
4	S	Angel Song	Decreases the casting time of Angel-type spells.
4	T	Stat Boost	Increases the effect of healing and spell-based status boosts.
4	T	Sky Combo	Increases midair basic attack combo by one.

Compound EX Skills: Colette

NAME	COMBINATION	EFFECTS
Spirit Up	Spirit + Eternal	Max TP increases rarely
Regenerate	Strong + Taunt	Recover HP and TP during battle if no action is taken for a while.
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Item Finder	Tough + Sharp-eyed	Increases chances of finding items after battles.
Gald Finder	Dodge + Sharp-eyed	Occasionally increases amount of Gald earned after battles.
Critical Up	Strong + Tough	Increases chances of a Critical Hit.
L. Unison	Taunt + Personal	The Unison Attack Gauge occasionally stays full after a Unison Attack.
Super Guard	Resurrect + Tough	No damage taken if Special Guard is used when the character's health is low.
Reflect	Tough + Immunity	Occasionally reflect the damage back against the enemy.
Nullify	Vitality + Dodge	Occasionally nullifies received damage.
Life Up	Vitality + Eternal	Max HP increases rarely.
Exp Plus	Taunt + Eternal +Personal	Increases amount of experience earned.
Life Thief	Vitality + Stat Boost	Recover HP in relation to the number of successful hits landed.
Spirit Thief	Spirit + Stat Boost	TP recovers in relation to the number of successful hits landed
Pow Hammer	Lucky + Sharp-eyed	Occasionally counter with Pow Hammer when attacked.
Over Limit	Eternal + Personal	Over Limit time is increased.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
C. Counter	Eternal + Strong	Damage increases when attack hits an attacking enemy.
Battle Cry	Personal + Stat Boost + Sky Combo	Character status increases at the start of the battle.
Exp Plus A	Angel Song + Taunt + Eternal + Personal	Increases the party's earned experience. (cannot be combined with other EX Skills).
Angel's Tear	Resurrect + Angel Song + Stat Boost + Eternal	Revive automatically once per battle.
S. Guard	Immunity + Eternal + Angel Song + Lucky	Nullifies all physical ailments.
Resilience	Angel Song + Magical + Resurrect	Prevent from staggering while casting Angel-type spells.
Item Getter	Lucky + Sharp-eyed +Stat Boost + Magical	Guaranteed to steal items when using Item Thief and Item Rover.

Standard EX Skills: Kratos

EX LEVEL	TYPE	NAME	EFFECTS
1	S	Strong	Increases strength. Increases power of physical attacks.
1	T	Magical	Increases intelligence. Increases power of spell attacks.
1	T	Taunt	Taunt opponents by pressing Z. Increases U. Attack gauge.
1	T	Dodge	Increases evasion. Decreases physical damage from enemies with low accuracy.
2	S	Vitality	Increases max HP.
2	S	Personal	Recover HP if the character is moving within a town or dungeon.
2	T	Spirit	Increases max TP.
2	T	Dash	Increases mobility during battle.
3	S	Eternal	Combine with other EX Skills for different effects.
3	S	Guard Plus	Decreases the amount of damage taken while guarding.
3	T	Slasher	Increases basic attack combos to six (not linkable to Special Attacks after fourth).
3	T	Super Chain	Able to link Level 1, 2, and 3 special attacks in any order.
4	S	Immunity	Occasionally avoid receiving status effects from enemy attacks.
4	T	Speed Cast	Decreases spell casting time.
4	T	Sky Combo	Increases midair basic attack combo by one.
4	T	Spell Charge	Press A after casting to set the spell. Spell activates at the end of an attack.

Compound EX Skills: Kratos

NAME	COMBINATION	EFFECTS
B. Guard	Dash + Spirit	Avoid staggering if hit during a backstep (not always effective).
EX Defend	Dodge + Vitality	Occasionally avoid staggering when hit with physical attacks (not always effective).
Skill Boost	Magical + Spirit	Increases effectiveness and TP consumption of skills.
Solid Guard	Guard Plus + Dodge	Decreases amount of damage taken when guarding for a set period of time.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit time is increased.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Guard	Strong + Taunt	Avoid staggering if hit during a taunt (not always effective).
Life Up	Vitality + Eternal	Max HP increases rarely.
Reprise	Magical + Personal	Reduce casting time of a spell the second time it is used in a row.
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Landing	Super Chain + Sky Combo	Decreases amount of time character is unable to move after landing.
Super Blast	Slasher + Super Chain + Eternal	Able to connect Special Attacks after sixth hit of Slasher.
Chivalry	Slasher + Strong	Character status increases depending on number of females in battle.
Healing	Guard Plus + Vitality	HP recovers during battle if character stands still.
Critical Up	Strong + Personal	Increases chances of a Critical Hit.
EX Attack	Personal + Dash	Increases amount of damage dealt against guarding enemies.
Combo Force	Taunt + Slasher	Increases damage of combo hits.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
Dash Guard	Dash + Magical + Guard Plus	Avoid staggering when hit with magic while dashing (not always effective).
Aerial Guard	Guard Plus + Immunity + Sky Combo	Possible to guard in midair.
Spell Revenge	Guard Plus + Spell Charge + Speed Cast	Cast a novice spell while knocked away to execute that spell in midair.
Concentrate	Super Chain + Spell Charge + Speed Cast	Avoid staggering while casting.
Aerial Spell	Sky Combo + Speed Cast + Spell Charge	Cast a basic spell immediately after a midair attack.

Standard EX Skills: Genis

EX LEVEL	TYPE	NAME	EFFECTS
1	S	Tough	Increases defense. Decreases damage from physical attacks.
1	T	Magical	Increases intelligence. Increases power of spell attacks.
1	T	Taunt	Taunt opponents by pressing Z. Increases U. Attack gauge.
1	T	Dodge	Increases evasion. Decreases physical damage from enemies with low accuracy.
2	S	Personal	Increases the effects of cooking.
2	S	Guard Plus	Decreases the amount of damage taken while guarding.
2	T	Spirit	Increases max TP.
2	T	Dash	Increases mobility during battle.
3	S	Eternal	Combine with other EX Skills for different effects.
3	S	E. Guard	Increases elemental defense. Decreases damage from elemental attacks.
3	T	Add Combo	Increases basic attack combo by one.
3	T	Rhythm	Press A rapidly while casting spells to decrease casting time.
4	S	Immunity	Occasionally avoid receiving status effects from enemy attacks.
4	S	Spell Save	Decreases casting time of the same spell if the spell is interrupted by an enemy.
4	T	Speed Cast	Decreases spell casting time.
4	T	Spell Charge	Press A after casting to set the spell. Spell activates at the end of an attack.

Compound EX Skills: Genis

NAME	COMBINATION	EFFECTS
Magic Boost	Magical + Tough	Occasionally increases the effect of spells.
E. Block	E. Guard + Guard Plus	Avoid staggering when hit with an elemental attack (not always effective).
L. Unison	Taunt + Personal	The Unison Attack Gauge occasionally stays full after a Unison Attack.
Mag. Status	E. Guard + Immunity	Prevent magical ailments.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit time is increased.
Hard Hit	Add Combo + Dash	Increases the amount of time the enemy staggers when hit with a basic attack.
Lucky Soul	Magical + Personal	Occasionally recover TP when the character is knocked to the ground.
Air Brake	Add Combo + Taunt	Increases the amount of time the enemy staggers when hit with a midair attack.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Reducer	Speed Cast + Rhythm	Decreases TP consumption when spell is used twice in a row.
Technical	Spirit + Magical	Reduces the amount of TP consumed during battle.
Randomizer	Rhythm + Tough	Randomizes spell casting time.
Relax	Dodge + Spirit	Recover TP during battle if no action is taken for a while.
Reprise	Spell Save + Dash	Reduce casting time of a spell the second time it is used in a row.
Nimble Mage	Add Combo + Spell Charge	Move around immediately after casting.
Roll	Tough + Dash	Decreases amount of incidental damage taken when knocked to the ground.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
Spell Defense	Spell Charge + Spell Save + Guard Plus	May avoid staggering when hit with an elemental attack during Spell Charge.
Blood Spirit	Guard Plus + E. Guard + Magical	TP recovers when damaged.
Spell Revenge	Speed Cast + Spell Charge + E. Guard	Cast a novice spell while knocked away to execute that spell in midair.
Self Cure	Immunity + Magical + E. Guard	Recover from status effects automatically.
Concentrate	Rhythm + Speed Cast + Spell Save + Spell Charge	Avoid staggering while casting.

Standard EX Skills: Raine

EX LEVEL	TYPE	NAME	EFFECTS
1	S	Tough	Increases defense. Decreases damage from physical attacks.
1	T	Magical	Increases intelligence. Increases power of spell attacks.
1	T	Taunt	Taunt opponents by pressing Z. Increases U. Attack gauge.
1	T	Dodge	Increases evasion. Decreases physical damage from enemies with low accuracy.
2	S	E. Guard	Increases elemental defense. Decreases damage from elemental attacks.
2	S	Personal	Decreases non-battle TP consumption to 1 at Save Points.
2	T	Spirit	Increases max TP.
2	T	Neutralizer	Occasionally nullifies received damage.
3	S	Eternal	Combine with other EX Skills for different effects.
3	S	Guard Plus	Decreases the amount of damage taken while guarding.
3	T	Add Combo	Increases basic attack combo by one.
3	T	Speed Cast	Decreases spell casting time.
4	S	Immunity	Occasionally avoid receiving status effects from enemy attacks.
4	S	Spell Save	Decreases casting time of the same spell if the spell is interrupted by an enemy.
4	T	Item Pro	Decreases the amount of time character is unable to move after using items.
4	T	Happiness	Occasionally increases the amount of Gald and Experience earned after battles.

Compound EX Skills: Raine

NAME	COMBINATION	EFFECTS
Magic Boost	Magical + Tough	Occasionally increases the effect of spells.
E. Block	E. Guard + Guard Plus	Avoid staggering when hit with an elemental attack (not always effective).
L. Unison	Taunt + Personal	The Unison Attack Gauge occasionally stays full after a Unison Attack.
Mag. Status	E. Guard + Immunity	Prevent magical ailments.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit time is increased.
Hard Hit	Speed Cast + Add Combo	Increases the amount of time the enemy staggers when hit with a basic attack.
Lucky Soul	Magical + Add Combo	Occasionally recover TP when the character is knocked to the ground.
Auto Aid	Item Pro + Guard Plus	Occasionally cast First Aid automatically when damaged.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Anti-Element	Neutralizer + E. Guard	Occasionally reduce elemental damage by half.
Technical	Spirit + Item Pro	Reduces the amount of TP consumed during battle.
Unison Force	Eternal + Tough	Increases Unison Attack power.
Relax	Dodge + Spirit	Recover TP during battle if no action is taken for a while.
Reducer	Add Combo + Spell Save	Decreases TP consumption when spell is used twice in a row.
Nimble Mage	Speed Cast + Personal	Move around immediately after casting.
Lucky Magic	Neutralizer + Happiness	Occasionally cast magic without consuming TP.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
Quick Spell	Neutralizer + Happiness + Spell Save	Occasionally use a spell without any casting time.
Blood Spirit	Guard Plus + E. Guard + Magical	TP recovers when damaged.
Self Cure	Immunity + Tough + E. Guard	Recover from status effects automatically.
Item Master	Item Pro + Neutralizer + Happiness	Increases the effectiveness of items used on Raine during a battle.
Concentrate	Speed Cast + Item Pro + Spell Save + Happiness	Avoid staggering while casting.

Standard EX Skills: Sheena

EX LEVEL	TYPE	NAME	EFFECTS
1	S	Strong	Increases strength. Increases power of physical attacks.
1	S	Tough	Increases defense. Decreases damage from physical attacks.
1	T	Taunt	Taunt opponents by pressing Z. Increases U. Attack gauge.
1	T	Sharp-eyed	Increases accuracy and physical attack damage on enemies with low evasion.
2	S	Vitality	Increases max HP.
2	S	Personal	Slows the reaction time of the enemies in dungeons.
2	T	Dodge	Increases evasion. Decreases physical damage from enemies with low accuracy.
2	T	Dash	Increases mobility during battle.
3	S	Eternal	Combine with other EX Skills for different effects.
3	S	E. Guard	Increases elemental defense. Decreases damage from elemental attacks.
3	S	Prolong	Increases the duration of Card-type spell effects.
3	T	Spirit	Increases max TP.
4	S	Guard Plus	Decreases the amount of damage taken while guarding.
4	S	Immunity	Occasionally avoid receiving status effects from enemy attacks.
4	T	Add Combo	Increases basic attack combo by one.
4	T	Speed Cast	Decreases spell casting time.

Compound EX Skills: Sheena

NAME	COMBINATION	EFFECTS
Critical Up	Eternal + Sharp-eyed	Increases chances of a Critical Hit.
EX Defend	Vitality + Dodge	Occasionally avoid staggering when hit with physical attacks (not always effective).
L. Unison	Taunt + Personal	The Unison Attack Gauge occasionally stays full after a Unison Attack.
M. Guardian	Guard Plus + E. Guard	Reduces the amount of damage taken while using the special guard.
EX Attack	Strong + Tough	Increases amount of damage dealt against guarding enemies.
Over Limit	Eternal + Personal	Over Limit time is increased.
Spirit Healer	Guard Plus + Spirit	Increases amount of TP recovered after a battle.
T. Guard	Strong + Taunt	Avoid staggering if hit during a taunt (not always effective).
Life Up	Vitality + Eternal	Max HP increases rarely.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Jump Combo	Add Combo + Tough	Able to link normal attacks after landing from a jump attack.
Quick Turn	Speed Cast + Dash	Able to turn around instantly even when dashing.
Unison Force	Eternal + Tough	Increases Unison Attack power.
Hard Hit	Prolong + Dash	Increases the amount of time the enemy staggers when hit with a basic attack.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Combo Force	Add Combo + Dash	Increases damage of combo hits.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
Self Cure	Immunity + Tough + Vitality	Recover from status effects automatically.
Blood Spirit	Guard Plus + Speed Cast + Prolong	TP recovers when damaged.
Anti-Element	Add Combo + Immunity + E. Guard	Occasionally reduce elemental damage by half.
Life Drain	Strong + Vitality + E. Guard	Increases the amount of HP drained by Life Seal.
Spirit Drain	Strong + Spirit + E. Guard	Increases the amount of TP drained by Spirit Seal.
E. Plus	Speed Cast + Eternal + E. Guard	Increases damage of elemental attacks.

Standard EX Skills: Zelos

EX LEVEL	TYPE	NAME	EFFECTS
1	S	Strong	Increases strength. Increases power of physical attacks.
1	T	Magical	Increases intelligence. Increases power of spell attacks.
1	T	Taunt	Taunt opponents by pressing Z. Increases U. Attack gauge.
1	T	Dodge	Increases evasion. Decreases physical damage from enemies with low accuracy.
2	S	Vitality	Increases max HP.
2	S	Personal	May receive items when Zelos speaks to a female.
2	T	Spirit	Increases max TP.
2	T	Dash	Increases mobility during battle.
3	S	Eternal	Combine with other EX Skills for different effects.
3	S	Guard Plus	Decreases the amount of damage taken while guarding.
3	T	Slasher	Increases basic attack combos to six (not linkable to Special Attacks after fourth).
3	T	Super Chain	Able to link Level 1, 2, and 3 special attacks in any order.
4	S	Immunity	Occasionally avoid receiving status effects from enemy attacks.
4	T	Speed Cast	Decreases spell casting time.
4	T	Sky Combo	Increases midair basic attack combo by one.
4	T	Spell Charge	Press A after casting to set the spell. Spell activates at the end of an attack.

Compound EX Skills: Zelos

NAME	COMBINATION	EFFECTS
B. Guard	Dash + Spirit	Avoid staggering if hit during a backstep (not always effective).
EX Defend	Dodge + Vitality	Occasionally avoid staggering when hit with physical attacks (not always effective).
Skill Boost	Magical + Spirit	Increases effectiveness and TP consumption of skills.
Solid Guard	Guard Plus + Dodge	Decreases amount of damage taken when guarding for a set period of time.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit time is increased.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Guard	Strong + Taunt	Avoid staggering if hit during a taunt (not always effective).
Life Up	Vitality + Eternal	Max HP increases rarely.
Reprise	Magical + Personal	Reduce casting time of a spell the second time it is used in a row.
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Landing	Super Chain + Sky Combo	Decreases amount of time character is unable to move after landing.
Super Blast	Slasher + Super Chain + Eternal	Able to connect Special Attacks after sixth hit of Slasher.
Chivalry	Slasher + Strong	Character status increases depending on number of females in battle.
Healing	Guard Plus + Vitality	HP recovers during battle if character stands still.
Critical Up	Strong + Personal	Increases chances of a Critical Hit.
EX Attack	Personal + Dash	Increases amount of damage dealt against guarding enemies.
Combo Force	Taunt + Slasher	Increases damage of combo hits.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
Dash Guard	Dash + Magical + Guard Plus	Avoid staggering when hit with magic while dashing (not always effective).
Aerial Guard	Guard Plus + Immunity + Sky Combo	Possible to guard in midair.
Spell Revenge	Guard Plus + Spell Charge + Speed Cast	Cast a novice spell while knocked away to execute that spell in midair.
Concentrate	Super Chain + Spell Charge + Speed Cast	Avoid staggering while casting.
Aerial Spell	Sky Combo + Speed Cast + Spell Charge	Cast a basic spell immediately after a midair attack.

Standard EX Skills: Presea

EX LEVEL	TYPE	NAME	EFFECTS
1	S	Strong	Increases strength. Increases power of physical attacks.
1	S	Tough	Increases defense. Decreases damage from physical attacks.
1	T	Taunt	Taunt opponents by pressing Z. Increases U. Attack gauge.
1	T	Sharp-eyed	Increases accuracy and physical attack damage on enemies with low evasion.
2	S	Vitality	Increases max HP.
2	S	Personal	Able to find food items in dungeons.
2	T	Rear Guard	Able to guard attacks from the back.
2	T	Dash	Increases mobility during battle.
3	S	Eternal	Combine with other EX Skills for different effects.
3	S	Guard Plus	Decreases the amount of damage taken while guarding.
3	T	Endure	Decrease amount of time needed to recover from a stagger hit.
3	T	P. Charge	Hold A to temporarily increase attack power.
4	S	Immunity	Occasionally avoid receiving status effects from enemy attacks.
4	S	Savior	Increases stats when alone in battle.
4	T	Heavy Hit	Increases probability of stunning enemies.
4	T	Revive	Automatically recovers some HP when near death.

Compound EX Skills: Presea

NAME	COMBINATION	EFFECTS
EX Attack	Strong + Dash	Increases amount of damage dealt against guarding enemies.
Solid Guard	Guard Plus + Rear Guard	Decreases amount of damage taken when guarding for a set period of time.
L. Unison	Taunt + Personal	The Unison Attack Gauge occasionally stays full after a Unison Attack.
Over Charge	Taunt + P. Charge	Increases strength of P. Charge, but sometimes fails.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit time is increased.
P. Defense	Guard Plus + P. Charge	Avoid staggering when hit with non-elemental attacks during P. Charge.
T. Guard	Strong + Taunt	Avoid staggering if hit during a taunt (not always effective).
Life Up	Vitality + Eternal	Max HP increases rarely.
Hot Shot	Taunt + Revive	Recover HP during taunt.
R. Arts	Guard Plus + Sharp-eyed	Able to attack after recovering from a midair hit.
Variable	Strong + Heavy Hit	Attack power fluctuates depending on HP.
Aerial Guard	Rear Guard + Sharp-eyed	Possible to guard in midair.
Unison Force	Eternal + Tough	Increases Unison Attack power.
G. Breaker	Savior + P. Charge	Guard Break enemy defenses during P. Charge.
Critical Up	Strong + Personal	Increases chances of a Critical Hit.
Healing	Rear Guard + Revive	HP recovers during battle if character stands still.
Nullify	Endure + Savior	Occasionally nullifies received damage.
Pain Suppress	Guard Plus + Vitality + Heavy Hit	Nullifies damage less than a certain amount.
Exp Plus ST	Personal + Endure + Revive	Increases experience earned depending on amount of HP left at end of battle.
Power Dash	Dash + P. Charge + Sharp-eyed	Avoid staggering while dashing during P. Charge (not always effective).
Glory	Guard Plus + Endure + Revive + Vitality	Avoid staggering when hit (not always effective).
Self Cure	Immunity + Tough + Vitality	Recover from status effects automatically.
Survivor	Tough + Endure + Immunity + Savior	Some HP will always remain if Special Guard is used.

Standard EX Skills: Regal

EX LEVEL	TYPE	NAME	EFFECTS
1	S	Strong	Increases strength. Increases power of physical attacks.
1	S	Tough	Increases defense. Decreases damage from physical attacks.
1	T	Taunt	Taunt opponents by pressing Z. Increases U. Attack gauge.
1	T	Sharp-eyed	Increases accuracy and physical attack damage on enemies with low evasion.
2	S	Vitality	Increases max HP.
2	S	Personal	Prices at shops decrease to 90%, and sold items increase to 110%
2	T	Dodge	Increases evasion. Decreases physical damage from enemies with low accuracy.
2	T	Dash	Increases mobility during battle.
3	S	Eternal	Combine with other EX Skills for different effects.
3	S	Guard Plus	Decreases the amount of damage taken while guarding.
3	T	Spirit	Increases max TP.
3	T	Add Combo	Increases basic attack combo by one.
4	S	Immunity	Occasionally avoid receiving status effects from enemy attacks.
4	S	Guilt	Increases stats when Presea is on the battlefield.
4	T	Sky Combo	Increases midair basic attack combo by one.
4	T	Flash	Immune against stagger for a moment after an attack is cancelled.

Compound EX Skills: Regal

NAME	COMBINATION	EFFECTS
EX Attack	Strong + Tough	Increases amount of damage dealt against guarding enemies.
Armor	Strong + Guard Plus	Avoid staggering when hit in the first hit of the basic combo (not always effective).
T. Cancel	Taunt + Dash	Able to cancel Taunt by guarding.
HP Recover	Tough + Eternal	Slowly recover half the amount of the last hit.
Relax	Dodge + Spirit	Recover TP during battle if no action is taken for a while.
L. Unison	Taunt + Personal	The Unison Attack Gauge occasionally stays full after a Unison Attack.
Quick Turn	Dash + Tough	Able to turn around instantly even when dashing
Jump Combo	Sharp-eyed + Sky Combo	Able to link normal attacks after landing from a jump attack.
Life Up	Vitality + Eternal	Max HP increases rarely.
Healer Taunt	Taunt + Guilt	Recover HP and TP during taunt.
EX Defend	Vitality + Dodge	Occasionally avoid staggering when hit with physical attacks (not always effective).
B. Guard	Guard Plus + Dash	Avoid staggering if hit during a backstep (not always effective).
R. Arts	Guard Plus + Sky Combo	Able to attack after recovering from a midair hit.
Counter	Vitality + Flash	Press A as soon as the character guards to attack without any lag time.
Over Limit	Eternal + Personal	Over Limit time is increased.
Aerial Jump	Add Combo + Flash	Jump in midair.
Combo Force	Sky Combo + Flash	Increases damage of combo hits.
Aerial Guard	Guard Plus + Immunity + Sky Combo	Possible to guard in midair.
Phys. Status	Vitality + Immunity + Eternal	Prevents physical ailments.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
C. Combo	Vitality + Flash + Guilt	Able to link combo attacks to counters.
M. Guardian	Guard Plus + Dodge	Reduces the amount of damage taken while using the special guard.
Glory	Vitality + Guard Plus + Guilt + Flash	Avoid staggering when hit (not always effective).

UNISON ATTACKS

Unison Attacks become available after a skit involving Kratos that occurs when the Ossa Trail stage is cleared. The Unison Attack Gauge appears above the character portraits in the battle screen display. The gauge increases as characters attack enemies or take other actions in battle. A Unison Attack becomes available when the gauge fills completely.

Executing Unison Attacks

Unleash a Unison Attack when the gauge is full and red by pressing the Z Button to strike an enemy. If the strike connects with the target, the Unison Attack begins. Move the Control Stick and press the A, B, X and Y Buttons to command the four members of the party to perform Techs as listed in each character's Tech shortcut list. The four Techs are performed simultaneously without consuming any TP. Most enemies, including boss monsters, are knocked to the ground by a Unison Attack due to the overwhelming HP loss.

Setting Unison Attacks

Open the Unison Attack screen during or outside of battle to view the Tech shortcuts for each character. During a Unison Attack, quickly move the Control Stick and press the button representing the character as shown in the lower right corner of the screen. Only attack type Techs can be used in a Unison Attack. The characters cannot use Techs that heal, increase status or summon Spirits.

Compound Unison Attacks

Specific combinations of magic and techniques result in a Compound Unison Attack, which is typically more powerful than a normal Unison Attack, and they are extremely cool to watch. To discover Compound Unison Attacks, command two certain characters to perform two specific Techs, listed in the tables below. Until you master the ability to specify Tech shortcuts with the Control Stick, set the required Techs in the top shortcut slot for each character. This way, you need only push the characters' buttons during the Unison Attack to discover the Compound Unison Attack.

To trigger a Compound Unison Attack, the required Techs must occur while performing a Unison Attack. Timing is not important, as long as the required Techs are inputted.

Compound Unison Attacks

Compound Unison Attack	First Tech	First Character	Second Tech	Second Character	~Dam	Max Hits
Cross Thrust	Sonic Thrust	Lloyd, Zelos, Kratos	Sonic Thrust	Lloyd, Zelos, Kratos	600	2
	Hurricane Thrust	Lloyd, Zelos, Kratos	Hurricane Thrust	Lloyd, Zelos, Kratos	600	2
	Super Sonic Thrust	Lloyd, Zelos, Kratos	Super Sonic Thrust	Lloyd, Zelos, Kratos	600	2
Pow Devastation	Devastation	Presea	Pow Hammer	Colette	600	2
	Finite Devastation	Presea	Pow Pow Hammer	Colette	600	2
	Mass Devastation	Presea	Pow Pow Hammer	Colette	600	2
	Finite Devastation	Presea	Hammer Rain	Colette	600	2
	Mass Devastation	Presea	Hammer Rain	Colette	600	2
Pow Spear	Light Spear	Zelos, Kratos	Pow Hammer	Colette	600	4
	Victory Light Spear	Zelos, Kratos	Pow Pow Hammer	Colette	600	4
	Light Spear Cannon	Zelos, Kratos	Pow Pow Hammer	Colette	600	4
	Victory Light Spear	Zelos, Kratos	Hammer Rain	Colette	600	4
	Light Spear Cannon	Zelos, Kratos	Hammer Rain	Colette	600	4
Pow Blade	Tiger Blade	Lloyd	Pow Hammer	Colette	600	2
	Tiger Rage	Lloyd	Pow Pow Hammer	Colette	600	2
	Heavy Tiger Blade	Lloyd	Pow Pow Hammer	Colette	600	2
	Twin Tiger Blade	Lloyd	Hammer Rain	Colette	600	2
Mirage Thrust	Mirage Seal	Sheena	Sonic Thrust	Lloyd, Zelos, Kratos	750	1
	Mirage Seal Pinion	Sheena	Hurricane Thrust	Lloyd, Zelos, Kratos	750	1
	Mirage Seal Absolute	Sheena	Super Sonic Thrust	Lloyd, Zelos, Kratos	750	1
Dark Serpent	Serpent Seal	Sheena	Sonic Thrust	Lloyd, Zelos, Kratos	750	1
	Serpent Seal Pinion	Sheena	Hurricane Thrust	Lloyd, Zelos, Kratos	750	1
	Serpent Seal Absolute	Sheena	Super Sonic Thrust	Lloyd, Zelos, Kratos	750	1
Power Thrust	Power Seal	Sheena	Sonic Thrust	Lloyd, Zelos, Kratos	750	1
	Power Seal Pinion	Sheena	Hurricane Thrust	Lloyd, Zelos, Kratos	750	1
	Power Seal Absolute	Sheena	Super Sonic Thrust	Lloyd, Zelos, Kratos	750	1
Photon Blast	Photon	Raine	Ring Whirlwind	Colette	790	7
	Photon	Raine	Ring Cyclone	Colette	790	7
	Photon	Raine	Whirlwind Rush	Colette	790	7
Lightning Tiger Blade	Tiger Blade	Lloyd	Lightning	Genis, Zelos, Kratos	800	7
	Tiger Rage	Lloyd	Thunder Blade	Genis, Zelos, Kratos	800	7
	Tiger Rage	Lloyd	Spark Wave	Genis	800	7
	Heavy Tiger Blade	Lloyd	Thunder Blade	Genis, Zelos, Kratos	800	7
	Heavy Tiger Blade	Lloyd	Spark Wave	Genis	800	7
	Twin Tiger Blade	Lloyd	Indignation	Genis	800	7
Photon Tempest	Photon	Raine	Tempest	Lloyd	800	3
	Photon	Raine	Omega Tempest	Lloyd	800	3
	Photon	Raine	Psi Tempest	Lloyd	800	3
Plasma Blade	Photon	Raine	Lightning Blade	Zelos, Kratos	800	3
	Photon	Raine	Super Lightning Blade	Zelos, Kratos	800	3
Thunder Tiger Blade	Tiger Blade	Lloyd	Lightning Blade	Zelos, Kratos	800	4
	Tiger Rage	Lloyd	Lightning Blade	Zelos, Kratos	800	4
	Heavy Tiger Blade	Lloyd	Lightning Blade	Zelos, Kratos	800	4
	Twin Tiger Blade	Lloyd	Super Lightning Blade	Zelos, Kratos	800	4
	Demonic Tiger Blade	Lloyd	Super Lightning Blade	Zelos, Kratos	800	4
Arch Wind	Punishment	Presea	Hell Pyre	Zelos, Kratos	840	12
	Dual Punishment	Presea	Hell Pyre	Zelos, Kratos	840	12
	Finality Punishment	Presea	Hell Pyre	Zelos, Kratos	840	12
	Rising Punishment	Presea	Hell Pyre	Zelos, Kratos	840	12
Lightning Punishment	Punishment	Presea	Lightning	Genis, Zelos, Kratos	840	12
	Dual Punishment	Presea	Thunder Blade	Genis, Zelos, Kratos	840	12
	Finality Punishment	Presea	Spark Wave	Genis	840	12
	Rising Punishment	Presea	Indignation	Genis	840	12
Fiery Beast	Beast	Lloyd	Eruption	Genis, Zelos, Kratos	1000	3
	Beast	Lloyd	Flame Lance	Genis	1000	3
	Raging Beast	Lloyd	Explosion	Genis	1000	3
	Hunting Beast	Lloyd	Explosion	Genis	1000	3
Stardust Rain	Hammer Rain	Colette	Sworn Rain: Alpha	Lloyd	1000	112
	Hammer Rain	Colette	Sonic Sword Rain	Lloyd	1000	112
Mjollnir	Pow Hammer	Colette	Lightning	Genis, Zelos, Kratos	1000	2
	Pow Pow Hammer	Colette	Thunder Blade	Genis, Zelos, Kratos	1000	2
	Pow Pow Hammer	Colette	Spark Wave	Genis	1000	2
	Hammer Rain	Colette	Indignation	Genis	1000	2
Prism Stars	Ray	Raine	Explosion	Genis	1200	30
	Ray	Raine	Tidal Wave	Genis	1200	30
	Ray	Raine	Cyclone	Genis	1200	30
	Ray	Raine	Indignation	Genis	1200	30
	Ray	Raine	Ground Dasher	Genis	1200	30

ITEMS & SHOP LISTS

Item gathering and management is a large aspect of playing *Tales of Symphonia*. Tools are required to regain health and Tech Points, and to cure Status Effects or view an enemy's statistics. Valuables enable access to previously closed areas, or open locked doors. Meanwhile, the characters in the party benefit greatly by equipping new armor, weapons and magical accessories that enhance their combat abilities, making each battle easier than the last.

Table Data Explanations

Name
Name of item.

Description
The in-game description of the item. Usually describes the piece perfectly. In some cases the description is purposely vague to add mystery regarding an item's use. Consult the Other Status column for better descriptions, in such cases.

Slash
Lloyd only. Additional amount of points added to Lloyd's Slash statistic. Determines amount of damage inflicted when Lloyd attacks an enemy with a slashing attack, or a Tech that employs a slashing motion.

Thrust
Lloyd only. Additional amount of points added to Lloyd's Thrust statistic. Determines amount of damage inflicted when Lloyd performs a thrusting attack or Tech.

Atk
Displayed in weapons tables, for all characters except Lloyd. Number of extra Attack points added to the character's "Atk".

Def
For armor and accessory tables. Number of additional Defense points added to character's Def rating as a result of wearing the equipment.

Other Status
Additional benefits outside the norm, including effects on statistics other than Atk or Def. Also includes notes, such as elemental attack added to a weapon, or elemental defense added to piece of armor. May also give a better summary of the item's abilities if the in-game description is purposely vague.

Type
The category of item.

Cost (Gald)
If the item can be purchased in a shop, the base price is listed before any EX Skill discounts.

Acquisition
Lists one or more ways to obtain an item during the game.

Purchase: The item can be purchased in a particular shop. Lists the town where the applicable shops are located. Consult the Shop Lists section for further details.

Treasure: The item can be found in a treasure chest in a dungeon or wilderness area, or on the field map. Consult the **Walkthrough** for more details.

Defeat: Kill a specific enemy in battle. In many cases, the enemy is a boss monster.

Customize
The item is available at a Customization shop. Customizing requires ownership of certain weapons, equipment or accessories, plus additional materials such as White Silver or Black Silver. Customization allows for the forging of better weapons and equipment without the need for Gald.

TOOLS

NAME	DESCRIPTION	TYPE	COST (GALD)
Apple Gel	A gelatin-based medication. Restores 30% of Max HP.	Gel	100
Lemon Gel	A gelatin-based medication. Restores 60% of Max HP.	Gel	1000
Melange Gel	A gelatin-based medication. Restores 30% of Max HP and TP.	Gel	500
Miracle Gel	A gelatin-based medication. Restores 60% of Max HP and TP.	Gel	3000
Orange Gel	A gelatin-based medication. Restores 30% of Max TP.	Gel	200
Pineapple Gel	A gelatin-based medication. Restores 60% of Max TP.	Gel	1200
Elixir	A mysterious potion. Restores 100% of Max HP and TP.	Medicine	NA
Energy Tablets	Restores 30% of Max HP for all party members.	Medicine	NA
Spirit Bottle	Restores 30% of Max TP for all party members.	Medicine	NA
Dark Bottle	A bottle sealed with darkness. Temporarily increases enemy encounter rate.	Bottle	200
Holy Bottle	A bottle sealed with light. Temporarily reduces enemy encounter rate.	Bottle	200
Life Bottle	Water of life. Revives a KO'd ally.	Bottle	300
Miracle Bottle	A miracle in a bottle. Cures all Status Effects except KO.	Bottle	3000
Panacea Bottle	A panacea. Cures Poison, Deadly Poison, Paralysis, Petrify and Curse.	Bottle	150
Rune Bottle	A special potion that can transform other items.	Bottle	NA
Bellebane	A special herb that increases Defense by 1.	Herb	NA
Lavender	A special herb that increases Strength by 1.	Herb	NA
Red Bellebane	A special herb that increases Defense by 3.	Herb	NA
Red Lavender	A special herb that increases Strength by 3.	Herb	NA
Red Rosemary	A special herb that increases Accuracy by 3.	Herb	NA
Red Saffron	A special herb that increases Evasion by 3.	Herb	NA
Red Sage	A special herb that increases Max HP by 10%.	Herb	NA
Red Savory	A special herb that increases Max TP by 10%.	Herb	NA
Rosemary	A special herb that increases Accuracy by 1.	Herb	NA
Saffron	A special herb that increases Evasion by 1.	Herb	NA
Sage	A special herb that increases Max HP by 5%.	Herb	NA
Savory	A special herb that increases Max TP by 5%.	Herb	NA
EX Gem Max	An amazing jewel. Enables all EX Skills.	Other	NA
EX Gem Lv1	A mysterious jewel. Enables Lv.1 EX Skills.	Other	NA
EX Gem Lv2	A mysterious jewel. Enables Lv.2 EX Skills.	Other	NA
EX Gem Lv3	A mysterious jewel. Enables Lv.3 EX Skills.	Other	NA
EX Gem Lv4	A mysterious jewel. Enables Lv.4 EX Skills.	Other	NA
Acuity Bottle	Temporarily increases Accuracy by 10%.	Bottle	1000
Anti-Magic Bottle	Counteracts Magical Ailments during battle.	Bottle	1000
Flanoir Potion	Temporarily increases Attack by 10%.	Bottle	1000
Flare Bottle	Temporarily increases Attack by 10%.	Bottle	1000
Guard Bottle	Temporarily increases Defense by 10%.	Bottle	1000
Mizuho Potion	Protects against Magical Ailments, but reduces Attack by 20%.	Bottle	1000
Palma Potion	Protects against Physical Ailments, but reduces Attack by 20%.	Bottle	1000
Shell Bottle	Protects against Magical Ailments, but reduces Attack by 20%.	Bottle	1000
Syrup Bottle	Protects against Physical Ailments, but reduces Attack by 20%.	Bottle	1000
Memory Gem	A mysterious gem. Removes the seal on a hidden save point.	Other	NA
Aqua Quartz	A mysterious stone. Temporarily adds the power of water to a weapon.	Quartz	NA
Black Quartz	A mysterious stone. Temporarily adds the power of darkness to a weapon.	Quartz	NA
Blue Quartz	A mysterious stone. Temporarily adds the power of ice to a weapon.	Quartz	NA
Green Quartz	A mysterious stone. Temporarily adds the power of wind to a weapon.	Quartz	NA
Purple Quartz	A mysterious stone. Temporarily adds the power of lightning to a weapon.	Quartz	NA
Red Quartz	A mysterious stone. Temporarily adds the power of fire to a weapon.	Quartz	NA
White Quartz	A mysterious stone. Temporarily adds the power	Quartz	NA

TOOLS

NAME	DESCRIPTION	TYPE	GALD
Yellow Quartz	A mysterious stone. Temporarily adds the power of earth to a weapon.	Quartz	NA
All-Divide	Reduces all damage inflicted on allies and enemies during battle by 50%.	Battle Item	NA
Hourglass	Temporarily freezes the enemy during battle.	Battle Item	NA
Magic Lens	Mysterious lens that can scan an enemy's HP and attributes.	Battle Item	10
Beast Fang	Carried by travelers as a lucky charm.	Trade	NA
Beast Hide	Monster fur that's quite popular among wealthy ladies.	Trade	NA
Black Silver	Shining black silver. Harder and more expensive than regular and white silver.	Trade	NA
Brass	A metal less likely to rust than iron.	Trade	NA

NAME	DESCRIPTION	TYPE	GALD
Fine Pellets	Material for making a Lv.2 figurine.	Trade	NA
Magical Cloth	A cloth made of unknown material . . . Or is it even cloth?	Trade	NA
Mermaid's Tear	An object that shines like a pearl. Used as a magic catalyst.	Trade	NA
Metal Sphere	Looks extremely similar to an Exsphere, but smaller.	Trade	NA
Mystic Herb	An herb used as a magical catalyst.	Trade	NA
Mythril	A mysterious metal. Contains strong magical power.	Trade	NA
Pellets	Material for making a Lv.1 figurine.	Trade	NA
Rare Pellets	Material for making a Lv.4 figurine.	Trade	NA
Super Pellets	Material for making a Lv.3 figurine.	Trade	NA
White Silver	Shining white silver. Harder and more expensive than regular silver.	Trade	NA

WEAPONS

TWIN BLADE (LLOYD)

NAME	DESCRIPTION	SLASH	THRUST	OTHER STATUS	GALD	ACQUISITION
Wooden Blade	A blade made of wood, but dangerous if swung.	+70	+60	NA	700	Lloyd's initial weapon, Purchase: Iselia
Knight's Saber	A saber crafted for use by theKing's knights.	+100	+90	NA	800	Purchase: Triet
Mumei	A very sharp sword. Its forger is unknown.	+115	+100	NA	NA	Treasure: Triet Ruins
Rapier	A sword designed specifically for thrust attacks.	+130	+155	NA	1300	Purchase: Palmacosta, Luin
Masamune	A very sharp blade. Nicknamed "Gauntlet Cutter."	+190	+165	NA	1500	Purchase: Asgard, Customize: Palmacosta, Luin
Osafune	A fine blade named after an eastern country.	+220	+200	NA	1950	Customize: Asgard, Luin, Purchase: Hima (early)
Sinclaire	A saber that's refined to be more effective.	+235	+265	NA	2100	Purchase: Hima (late), Customize: Luin, Asgard
Nimble Rapier	A thin sword. Can slice likethe wind.	+265	+295	NA	2800	Purchase: Meltokio, Customize: Hima
Ogre Sword	A curved sword crafted and polished to its very best.	+320	+300	NA	3000	Purchase: Meltokio, Sybak, Customize: Meltokio
Kotetsu	An excellent blade made by a legendary craftsman of the same name.	+350	+320	NA	3300	Purchase: Sybak, Customize: Sybak, Mizuho
Saint Rapier	A holy sword designed specifically for thrust attacks.	+410	+440	Atk Light	NA	Treasure: Toize Valley Mine
Shiden	A blade treasured by the noble family of the same name.	+410	+380	Atk Lightning	4000	Purchase: Mizuho, Customize: Mizuho, Ozette
Dragon Tooth	A long sword made from a dragon's tooth.	+440	+470	NA	4800	Purchase: Flanoir, Treasure: Tethe 'alla Base
Defenser	A sword used for both offense and defense.	+500	+495	Def. +15	5000	Purchase: Altamira, Treasure: Temple of Ice
Elemental Brand	A brand with five elemental lawsinscribed on its blade.	+530	+510	NA	5200	Purchase: Altamira, Customize: Altamira
Muramasa	A blade so sharp that enemiesdon't feel the blow.	+590	+560	NA	NA	Treasure: Iselia Human Ranch
Wasier Rapier	A rapier that belonged to a renowned lord.	+600	+630	Def. +15	6400	Purchase: Heimdall, Customize: Heimdall
Angel's Tear	A sword that conjures an image of an angel's tear.	+750	+730	NA	7600	Purchase: Flanoir (late), Customize: Flanoir, Treasure: Torent Forest
Material Blade	A weapon composed of a blade of fire and a blade of ice.	+820	+820		NA	Obtain at Dirk's House after clearing Torent Forest.
Paper Fan	Makes a loud noise whenit hits someone.	+850	+750	Acc. +30, Lck. +30	40000	Purchase: Luin (post-revival)
Ninja Sword	A sword once held by a legendary female ninja.	+860	+820	Atk Dark	NA	Treasure: Vinheim
Valkyrie Saber	A saber with the name of a Valkyrie inscribed on its blade.	+850	+930	NA	NA	Win advanced class at the Meltokio Coliseum as Lloyd.
Kusanagi Blade	A weapon used by the eastern gods to defeat evil spirits.	+930	+850	NA	NA	Defeat Sword Dancer 3.
Nebilim	A cursed weapon. Its background is a mystery.	0	0	Eva. -20, Lck -20	NA	Obtain from Abyssion at Flanoir.

RING (COLETTE)

NAME	DESCRIPTION	ATK	OTHER STATUS	GALD	ACQUISITION
Chakram	Designed to return to its owner when thrown.	+68	NA	200	Colette's Initial Weapon, Purchase: Iselia
Flying Disk	A lightweight disk. Great for playing fetch with Noishe.	+100	NA	880	Purchase: Triet, Customize: Triet
Duel Ring	A chakram reinforced for increased durability.	+130	NA	1140	Customize: Triet, Luin, Purchase: Palmacosta, Luin
Slicer Ring	A ring-shaped weapon designed for use in battle.	+160	NA	1380	Customize: Palmacosta, Luin, Purchase: Asgard
Mystic Ring	Primarily used as a ceremonial tool, but can also be used as a weapon.	+235	NA	NA	Customize: Asgard, Luin
Stinger Ring	A chakram equipped with spikes instead of a blade.	+280	NA	NA	Customize: Hima, Treasure: Tower of Mana
Ray Thrust	A light-bending chakram. Resembles the Air Thrust spell.	+320	Atk Light	3000	Purchase: Meltokio, Sybak, Customize: Meltokio
Mythril Ring	A chakram made of mythril, a metal with mysterious power.	+350	NA	3400	Purchase: Sybak, Customize: Sybak, Mizuho
Shuriken	A special aerial weapon from the East.	+410	NA	4000	Purchase: Mizuho, Altamira, Customize: Mizuho, Ozette
Lunar Ring	A crescent-shaped weapon. Cuts through the air like a moonbeam.	+500	NA	5000	Purchase: Altamira, Customize: Altamira
Solar Spinner	A chakram shaped like the sun.	+590	NA	5980	Purchase: Heimdall, Customize: Heimdall, Treasure: Iselia Human Ranch
Toroid	Nicknamed "Coin". No one knows how it was made.	+670	NA	6600	Treasure: Latheon Gorge, Purchase: Flanoir (later), Customize: Flanior
Tambourine	Break out the tambourine and get the party started!	+740	Acc. -20, Lck. +50	40000	Purchase: Luin (post-renewal)
Stardust	A chakram with a trajectory resembling a trail of stars.	+750	NA	NA	Treasure: Torent Forest
Angel's Halo	A halo which gives mystic power to its user.	+850		NA	Win advanced class at Meltokio Coliseum as Colette.
Evil Eye	A cursed weapon. Kills the weak with one glance.	0	NA	NA	Treasure: Toize Valley Mine

KENDAMA (GENIS)

NAME	DESCRIPTION	ATK	OTHER STATUS	GALD	ACQUISITION
Nova	A wooden stick and ball attached with a string. Not very powerful.	+60	Int. +1	600	Genis' Initial Equipment, Purchase: Iselia
Fine Star	A colorful weapon. The harder it's swung, the more pain it inflicts.	+80	Int. +2	800	Purchase: Triet
Duel Star	It can do some damage when swung with force.	+120	Int. +3	1180	Purchase: Palmacosta, Asgard, Luin, Customize: Luin
Falling Star	The star-shaped ball puts enemies in a world of pain.	+188	Int. +4	NA	Customize: Asgard, Luin
Cool Orbit	Icy weapon that's cold to the touch.	+250	Int. +5, Atk Ice	2250	Purchase: Meltokio, Treasure: Fooji Mountains
Thunderbolt	Shock the bad guys silly with this electrifying weapon.	+304	Int. +6, Atk Lightning	NA	Treasure: Meltokio Sewers
Shining Star	A weapon that sparkles and shines when swung.	+356	Int. +7	3600	Purchase: Flanoir, Altamira, Treasure: Temple of Lightning
Shadow Dancer	A weapon that summons shadows from the darkness.	+416	Int. +8, Atk Dark	NA	Treasure: Temple of Darkness
Cor Leonis	Translates to "Lionheart." A weapon for the brave.	+464	Int. +9	NA	Treasure: Iselia Human Ranch
Northern Lights	Swing this weapon and a rainbow-colored aura appears.	+504	Int. +10	5400	Purchase: Heimdall, Flanoir (later)
Southern Cross	A weapon that guides you to victory.	+550	Int. +11	NA	Treasure: Tower of Salvation
Phantasmagoria	Its shifting, floating colors look like a vision from a dream.	+600	Def. +20, Acc.+50, Eva. +10	40000	Purchase: Luin (post-renewal)
Final Player	Its attack power helps you stay in the game. Don't give up!	+650	Int. +12	NA	Win advanced class at Meltokio Coliseum as Genis.
One World	A powerful weapon. Symbolizes your quest to join the two worlds.	+680	Int. +14	NA	Clear Red Light/Green Light mini-game at Grand Tethe'alla Bridge after using Vinheim Key
Disaster	A cursed weapon that's evil to the core. Use with caution.	0	Acc.-30, Eva. +100, Int. -30, Lck. -50	NA	Purchase from man outside casino, Altamira at nigh

ROD (RAINE)

NAME	DESCRIPTION	ATK	OTHER STATUS	GALD	ACQUISITION
Rod	A simple rod made of oak.	+80	Int. +1	800	Raine's initial weapon, Purchase: Triet
Battle Staff	A staff good for bashing enemies.	+115	Int. +2	1150	Purchase: Palmacosta, Luin, Treasure: Ossa Trail
Gem Rod	A rod decorated with a cheap gem on top.	+140	Int. +2	1550	Purchase: Asgard, Customize: Palmacosta, Luin
Earth Rod	A rod with the power of earth.	+192	Int. +3, Atk Earth	NA	Customize: Asgard
Ruby Wand	A wand decorated with a ruby on the top.	+212	Int. +4	NA	Customize: Luin, Hima
Gale Staff	A staff with the power of wind.	+268	Int. +5, Atk Wind	NA	Customize: Meltokio, Sybak, Mizuho, Ozette
Phoenix Rod	A rod that draws its power from phoenix feathers.	+316	Int. +6, Atk Fire	NA	Treasure: Gaoracchia Forest
Thunder Scepter	A scepter with the power of thunder.	+336	Int. +7, Atk Lightning	3200	Purchase: Flanoir, Altamira, Treasure: Temple of Lightnin
Ancient Rod	Ancient wisdom is said to be sealed in the gem on the top of the rod.	+364	Int. +8	4200	Purchase: Altamira, Treasure: Temple of Earth
Holy Staff	A staff blessed by the gods.	+436	Int. +9, Atk Light	NA	Treasure: Remote Island Human Ranch
Rune Staff	Mystical staff with a rune engraved into the metal.	+472	Int. +10	5000	Purchase: Heimdall, Flanoir (later), Treasure: Iselia Human Ranch
Hanuman's Staff	A staff that once belonged to a legendary hero.	+524	Int. +11	NA	Treasure: Tower of Salvation
Deck Brush	A mystic brush protected by the spirit of wind.	+550	Acc. +50, Eva. +20, Lck. +30, Atk Wind	40000	Purchase: Luin (post-renewal)
Crystal Rod	A supreme rod used by an ancient mage.	+640	Int. +12	NA	Win advanced class at Meltokio Coliseum as Raine.
Heart of Chaos	A cursed weapon that pulses with evil energy.	0	Acc. -30, Int. +50, Lck. -30	NA	Treasure: Hakonesia Peak, Event after collecting 8 Devil's Ar

CARD (SHEENA)

NAME	DESCRIPTION	ATK	OTHER STATUS	GALD	ACQUISITION
Spell Card	Mysterious characters and patterns are written on the card.	+135	NA	1350	Purchase: Mizuho
Card of Water	A card with a picture of a bird. Resistant to water.	+175	Atk Water, Def Water+	1600	Sheena's initial equipment, Purchase: Mizuho
Card of Earth	A card with a picture of a mole. It is resistant to earth.	+240	Atk Earth, Def Earth+	2400	Treasure: Asgard Human Ranch, Purchase: Mizuho, Meltokio
Card of Fire	A card with a picture of a bear. Resistant to fire.	+270	Atk Fire, Def Fire+	2700	Treasure: Fooji Mountains, Purchase: Mizuho, Meltoki
Card of Lightning	A card with a picture of a mouse. Resistant to lightning.	+350	Atk Lightning, Def Lightning+	3500	Treasure: Meltokio Sewers, Purchase: Mizuho
Card of Wind	A card with a picture of a cat. Resistant to wind.	+380	Atk Wind, Def Wind+	3800	Purchase: Mizuho
Card of Ice	A card with a picture of a wolf. Resistant to ice.	+430	Atk Ice, Def Ice+	4300	Treasure: Tethe'alla Base, Purchase: Flanoir
Vajra	A card with a picture of Vajra.	+520	NA	NA	Treasure: Remote Island Human Ranch
Yaksa	A card with a picture of Yaksa.	+590	NA	5900	Purchase: Heimdall
Asura	A card with a picture of Asura.	+650	NA	6400	Defeat: Kuchinawa, Purchase: Flanoir (later)
Acalanatha	A card with a picture of Acalanatha.	+720	Atk Fire, Def Fire+, Dark+	NA	Treasure: Torent Forest
Money Bag	Fill it with coins and it packs a wallop!	+760	Acc. +10, Eva. +10, Lck. +50, earn 2x Gald from battle	40000	Purchase: Luin (post-renewal)
Divine Judgement	A sacred weapon powerful enough to battle the gods.	+810	NA	NA	Win advanced class at Meltokio Coliseum as Sheena
Gates of Hell	A cursed card with a picture of a feather from an evil black bird.	0	Def. -40, Acc. -20, Eva. +60, Int. +10, Lck. +10	NA	Treasure: Temple of Earth

SWORD (KRATOS, ZELOS)

NAME	DESCRIPTION	ATK	OTHER STATUS	GALD	ACQUISITION
Long Sword	A sword made with 3 feet of iron.	+85	NA	790	Kratos' initial weapon, Purchase: Triet
Steel Sword	A simple sword made of steel.	+160	NA	1380	Purchase: Palmacosta, Asgard, Luin Customize: Palmacosta, Luin
Silver Sword	A silver sword with a finely crafted blade.	+265	NA	2600	Customize: Asgard, Luin, Purchase: Meltokio
Aqua Brand	A magic sword with the power of water. The blade is always wet.	+350	Atk Water	3600	Purchase: Sybak, Customize: Sybak, Mizuho, Ozette
Sand Saber	Sand pours from this sword with every swing.	+440	Atk Earth	NA	Treasure: Toize Valley Mine
Lightning Sword	Electricity runs through the blade of this sword.	+470	Atk Lightning	4600	Purchase: Flanoir, Treasure: Tethe'alla Base
Ice Coffin	A sword made of ice as clear and pure as crystal.	+500	Atk Ice	5000	Purchase: Altamira, Treasure: Temple of Ice
Ether Sword	An indestructible sword made of a strange invisible substance.	+590	NA	6000	Purchase: Heimdall, Treasure: Iselia Human Ranch
Flamberge	A sword with a blade that resembles a flame.	+650	Atk Fire	NA	Kratos' weapon
Laser Blade	A sword made of light using ancient technology.	+710	Atk Light	NA	Customize: Flanoir, Treasure: Tower of Salvation
Baseball Bat	Bottom of the ninth, bases loaded, two men out…it's all up to you!	+750	Def. -30, Acc. +40, Lck. -20	40000	Purchase: Luin (post-renewal)
Excalibur	A legendary sword that emits light. Once possessed by an ancient hero.	+800	NA	NA	Win advanced class at Meltokio Coliseum as either Kratos or Zelos.
Last Fencer	A sword forged from a rare ore.	+920	NA	NA	Win advanced class at Meltokio Coliseum as Zelos twice. Defeat: Seles.
Soul Eater	A sword known to devour the souls of its victims.	0	Def. -50, Acc. -30, Eva. -30, Int. -50, Lck. -30	NA	Defeat: Sand Worm outside Triet

DAGGER (KRATOS, ZELOS)

NAME	DESCRIPTION	ATK	OTHER STATUS	GALD	ACQUISITION
Stiletto	A blade that is easy to use due to its compact size.	+130	Acc. +10	NA	Treasure: Triet Ruins
Hydra Dagger	A dagger with an extremely sharp crystal blade.	+220	Acc. +10 Atk Water	2200	Purchase: Asgard, Customize: Luin
Earth Dagger	A short sword with the power of earth.	+250	Acc. +10, Atk Earth	NA	Customize: Asgard, Luin
Assault Dagger	A sharp dagger that is easy to use.	+410	Acc. +15, Atk Wind	NA	Customize: Mizuho, Ozette
Flame Dagger	A dagger with a corrugated blade shaped like a flame.	+530	Acc. +15, Atk Fire	5400	Purchase: Altamira, Customize: Altamira
Gladius	A meticulously crafted steel dagger.	+620	Acc. +20	6400	Purchase: Heimdall, Flanoir (late), Customize: Heimdall, Treasure: Ymir Forest
Toy Dagger	It's surprisingly sharp for a plastic pink dagger!	+700	Acc. +30, Eva. +80, Lck. -50	40000	Purchase: Luin (post-renewal)
Crystal Dagger	A beautiful dagger made of mystic metal.	+750	Acc. +30, Regenerates 1% TP every 6 seconds	NA	Treasure:Torent Forest
Fafnir	A cursed dagger made from the bone of a wicked dragon.	0	NA	NA	Treasure: Gaoracchia Forest

AX (PRESEA)

NAME	DESCRIPTION	ATK	OTHER STATUS	GALD	ACQUISITION
Francesca	An iron ax that's easy to handle	+330	NA	3200	Presea's initial weapon, Purchase: Meltokio
Battle Ax	An ax designed specifically for use in battle	+360	NA	3600	Purchase: Sybak
Great Ax	A mighty ax held with both hands.	+390	NA	NA	Treasure: Meltokio Sewer
Crescent Ax	An ax with a blade in the shape of a crescent moon.	+450	Atk Light	NA	Treasure: Toize Valley Mine
Tomahawk Lance	An ax that strikes down foes with deadly accuracy.	+490	NA	5000	Purchase: Flanoir, Treasure: Tethe'alla Base
Bardiche	A weapon with a jagged blade. Tears enemies apart.	+520	NA	5200	Purchase: Altamira, Treasure: Temple of Earth
Halberd	An excellent weapon. Combines attributes of a hatchet and a spear.	+560	NA	5600	Purchase: Altamira, Customize: Altamira
Mythril Ax	An ax made of mythril, a metal with mysterious power.	+590	NA	NA	Treasure: Remote Island Human Ranch
War Hammer	An enormous hammer designed for powerful attacks.	+630	Acc. -5	6300	Purchase: Heimdall, Treasure: Iselia Human Ranch
Battle Pick	A hammer with superior destructive power.	+700	NA	7000	Treasure: Latheon Gorge, Customize: Heimdall, Flanoir, Purchase: Flanoir
Strike Ax	An ax bearing the power of the spirit of lightning.	+780	Atk Lightning	NA	Customize: Flanoir
Ogre Ax	An ax with a blade as big as an ogre.	+830	Eva. -20, Lck. -20	NA	Treasure: Tower of Salvation
Pow Hammer DX	Makes a fun squeaking noise when it hits someone.	+900	Acc. +30, Lck. +20	40000	Purchase: Luin (post-renewal)
Bahamut's Tear	A powerful ax that can even annihilate the legendary dragon.	+920	NA	NA	Win advanced class at Meltokio Coliseum as Presea.
Gaia Cleaver	A special ax with the power of the spirit of earth.	+999	Atk Earth	NA	Speak to Ralph at Ozette when Presea reaches Lv. 80 or higher.
Diablos	Chaos can be heard pulsing within this weapon.	0	Acc. -20, Eva. -20, Lck. -20	NA	Treasure: Latheon Gorge

GREAVES (REGAL)

NAME	DESCRIPTION	ATK	OTHER STATUS	GALD	ACQUISITION
Leather Greaves	Greaves made of leather.	+400	Def. +5	NA	Regal's initial equipment
Iron Greaves	Greaves made of iron.	+440	Def. +8	NA	Treasure: Toize Valley Mine
Power Greaves	Reinforced greaves that increase strength.	+460	Def. +5	4600	Purchase: Flanoir, Treasure: Temple of Lightning
Venom	A weapon made with venomous snake fangs.	+480	Def. +8, Atk Earth	NA	Defeat: Dragon's Nest
Ghost Shell	A weapon cursed by evil spirits.	+500	Def. +10, Lck. -10, Atk Dark	5000	Purchase: Altamira, Treasure: Temple of Earth
Bear Claw	A weapon that leaves scars like a bear's claws.	+535	Def. +8	5200	Purchase: Altamira, Customize: Altamira
Mythril Greaves	Greaves made of mythril, a metal with mysterious power.	+570	Def. +10	NA	Treasure: Remote Island Human Ranch
Aqua Greaves	Greaves with the power of the spirit of water.	+590	Def. +10, Atk Water	NA	Treasure: Iselia Human Ranch
Crystal Shell	A weapon with mystic crystals attached.	+610	Def. +12	6200	Treasure: Ymir Forest, Purchase: Heimdall, Customize: Heimdall
Flare Greaves	Greaves with the power of the spirit of fire.	+670	Def. +12, Atk Fire	NA	Treasure: Latheon Gorge
Dragon Fang	A weapon with sharp dragon fangs attached.	+710	Def. +15	NA	Treasure: Tower of Salvation descending, Customize: Flanoir
Diamond Shell	Greaves with diamonds embedded in the metal.	+800	Def. +15	NA	Treasure: Tower of Salvation
Glory Arts	Receiving this powerful weapon is the ultimate honor.	+850	Acc. +30, Eva. +30, Lck. +30	40000	Purchase: Luin (post-renewal)
Kaiser Greaves	The one who wears this weapon holds the title of Kaiser.	+880	Def. +16, Atk Light	NA	Win advanced class at Meltokio Colisseum as Regal.
Dynast	Only one with the heart of a dynast can equip this weapon.	+920	Def. +18	NA	Speak to Levin at Hot Spring when Regal is Lv.80 or higher.
Apocalypse	A cursed weapon with a dark, evil aura.	0	Def. -20, Acc. -20, Acc. -20	NA	Treasure: Welgaia

BODY ARMOR

ARMOR (LLOYD, KRATOS, ZELOS)

NAME	DESCRIPTION	DEF	OTHER STATUS	GALD	ACQUISITION
Soft Leather	Armor made of softened, layered leather that does not hinder mobility.	+10	NA	480	Purchase: Iselia, Triet
Hard Leather	Armor made with layers of durable leather.	+13	NA	NA	Customize: Triet
Chain Mail	Thick upper-body chain mail.	+15	NA	960	Purchase: Palmacosta, Luin
Ring Mail	Extremely thick upper-body chain mail.	+20	NA	1800	Purchase: Asgard
Lamellar Leather	Armor carefully crafted from the highest quality leather.	+22	NA	NA	Treasure: Asgard Human Ranch
Iron Mail	Upper-body armor overlaid with iron plating.	+25	NA	NA	Treasure: Tower of Mana
Splint Mail	Upper-body chain mail inlayed with a metal chest plate for added protection.	+30	NA	3000	Purchase: Meltokio
Breastplate	Upper-body armor overlaid with metal plating.	+34	NA	3400	Purchase: Ozette, Treasure: Meltokio Sewers
Battlesuit	Armor made of small metallic plates. The joints are protected by chain mail.	+38	NA	NA	Treasure: Toize Valley Mine
Silver Mail	Armor made of silver.	+42	NA	4200	Purchase: Flanoir, Treasure: Tethe'alla Base
Mythril Armor	Armor made of mythril, a metal with mysterious power.	+46	NA	4600	Purchase: Altamira, Treasure: Temple of Ice
Rune Mail	Mystical armor with a rune engraved into the metal.	+50	Int. +10	5000	Purchase: Heimdall, Treasure: Iselia Human Ranch
Brunnhilde	Armor made with special Cruxis technology.	+50	NA	NA	Kratos' armor
Reflect	A magical suit of armor.	+56	NA	NA	Customize: Heimdall
Rare Plate	A perfectly crafted masterpiece.	+60	NA	6000	Purchase: Flanoir (later)
Star Mail	Armor created from star magic. Resistant to fire.	+65	Def. Fire+, Lightning+, Lloyd only	NA	Treasure: Tower of Salvation
Dragon Mail	Mail made of hardened dragon scales that are protected by a magical spell.	+65	Def. Fire+, Zelos or Kratos only	NA	Defeat: Dark Dragon at Vinheim
Mumbane	Armor protected by the spirits of earth, lightning, ice, and darkness.	+70	Def. Earth+, Ice+, Dark+, Lightning+, Lloyd only	NA	Defeat: Garr at Meltokio Coliseum, party advanced clas
Golden Armor	Armor that belonged to an ancient legendary hero.	+70	Def. Water+, Wind+, Fire+, Light+, Kratos/Zelos only	100000	Purchase from Koton at Hakonesia Peak after he buys Spiritua's Ring during side quest.

GUARD (COLETTE, PRESEA)

NAME	DESCRIPTION	DEF	OTHER STATUS	GALD	ACQUISITION
Leather Guard	Armor crafted with tanned leather.	+9	NA	280	Purchase: Triet
Fine Guard	Armor made with high quality leather.	+13	NA	900	Purchase: Palmacosta, Luin, Asgard, Treasure: Ossa Trail
Iron Guard	Armor reinforced in places with iron.	+20	NA	NA	Customize: Asgard, Luin, Treasure: Balacruf Mausoleum
Lunar Guard	Armor created from lunar magic.	+23	Lck. +20	NA	Treasure: Tower of Mana
Elven Protector	A light, maneuverable armor crafted by elves.	+30	Eva. +20	3000	Purchase: Meltokio, Ozette
Silver Guard	Silver armor adorned with ornamental carvings.	+40	NA	4000	Purchase: Flanoir, Treasure: Temple of Lightning
Mythril Guard	Armor made of mythril, a metal with mysterious power.	+46	NA	10000	Purchase: Altamira, Treasure: Temple of Earth
Rune Guard	Mystical armor with a rune engraved into the metal.	+48	Int. +10	4800	Purchase: Heimdall, Treasure: Iselia Human Ranch
Solar Guard	Armor created from solar magic. Resistant to fire and light.	+50	Def. Fire+ Light+	NA	Treasure: Ymir Forest, Customize: Heimdall
Rare Guard	A perfectly crafted masterpiece.	+56	NA	11200	Treasure: Tower of Salvation desending, Purchase: Flanoir (later
Star Guard	Armor created from star magic. Resistant to light and darkness.	+62	Presea Only Def. Light+ Dark+	NA	Treasure: Tower of Salvation
Mana Protector	Armor created with magitechnology.	+62	Colette Only	NA	Treasure: Torent Forest
Elemental Guard	Hero's armor made by the power of elves and spirits.	+66	Colette Only. Def. Water+ Wind+ Fire+Earth+	NA	Treasure: Vinheim
Prism Guard	A shiny, mysterious armor. Resistant to all elements except darkness.	+66	Presea Only. Def. Water+ Wind+ Fire+Earth+ Lighting+ Ice+ Light+ Dark-	NA	Treasure: Vinheim

CLOAK (GENIS, REGAL)

NAME	DESCRIPTION	DEF	OTHER STATUS	GALD	ACQUISITION
Cloak	A cloak made of durable cloth.	+8	NA	NA	Genis' initial equipment
White Cloak	A cloak that can only be worn by those with a pure heart.	+11	NA	800	Purchase: Triet, Palmacosta, Luin
Mage Cloak	A cloak suited for inexperienced magic-users. Infused with some magic power.	+17	Int. +3, Genis Only	1500	Customize: Palmacosta, Asgard, Luin, Purchase: Asgard, Treasure: Palmacosta Human Ranch
Amber Cloak	A cloak decorated with amber.	+21	NA	1800	Purchase: Hima
Druid Cloak	A cloak made only for high-ranking wizards.	+28	Genis Only	2700	Purchase: Meltokio, Customize: Meltokio
Silk Cloak	A cloak made of silk. Wear it to look refined.	+33	Lck. +5	3200	Purchase: Ozette
Battle Cloak	A cloak made of silver wolf fur. Gives its wearer animal-like reflexes.	+39	Acc. +10, Eva. +10, Regal Only	3900	Purchase: Flanoir, Treasure: Temple of Lightning
Elder Cloak	The preferred cloak of elderly elves.	+39	Genis Only	3700	Purchase: Flanoir
Mythril Mesh	A cloak made of threads processed from mythril metal.	+42	NA	4200	Purchase: Altamira
Holy Cloak	A cloak blessed by a supreme god.	+45	Regenerates 1% HP every 6 seconds	NA	Treasure: Remote Island Human Ranch
Rune Cloak	A mystical cloak with a rune painted on the cloth.	+48	Int. +10	4800	Purchase: Heimdall, Flanoir (later), Treasure: Iselia Human Ranch
Phoenix Cloak	A cloak made from phoenix feathers. It is said to glow red like a flame.	+54	Regal Only, Def. Fire	NA	Treasure: Tower of Salvation Tree Ruins
Star Cloak	A cloak with star-like glitter and filled with magical power. Resistant to fire.	+60	Def. Fire+Genis Only.	NA	Defeat: Farah Oersted at Meltokio Coliseum in party advanced class.
Mortality Cloak	A cloak completely covered with hand-written characters.	+60	Regal Only	NA	Treasure: Vinheim
Warlock Garb	A supreme cloak that can only be worn	+54	Genis Only	NA	Treasure: Torent Forest by powerful magic-users.

ROBE (RAINE, SHEENA)

NAME	DESCRIPTION	DEF	OTHER STATUS	GALD	ACQUISITION
Robe	A robe made of thick cloth.	+10	NA	600	Raine's initial equipment, Purchase: Triet
Feather Robe	A feather-light robe that reduces damage from wind-based attacks by 50%.	+14	Def. Wind+	920	Purchase: Palmacosta, Asgard, Luin
White Robe	A robe that can only be worn by those with a pure heart.	+20	NA	NA	Customize: Asgard, Luin, Treasure: Asgard Human Ranch
Moon Robe	A robe with a moon embroidery that emits light.	+21	Raine Only	1400	Purchase: Hima (late), Treasure: Tower Of Mana
Yayoi	A robe for female ninjas. Specially made for extra durability.	+21	Sheena Only	NA	Customize: Asgard, Luin
Misty Robe	A robe made of cloth as thin as mist.	+23	Eva. +20	2200	Purchase: Meltokio, Treasure: Fooji Mountains
Witch's Robe	Its design is plain, but it glows with magical power.	+29	NA	2800	Purchase: Ozette, Treasure: Gaoracchia Forest
Silk Robe	A robe that gives its wearer grace.	+36	Lck. +5	NA	Treasure: Toize Valley Mine
Ancient Robe	A robe with ancient characters written on the lining.	+40	Raine Only	4000	Purchase: Flanoir, Treasure: Temple of Ice
Minazuki	The preferred robe of mid-level female ninjas.	+40	Sheena Only	NA	Treasure: Remote Island Human Ranch
Rune Robe	Mystical robe with a rune painted on the cloth.	+44	Int. +10	4400	Purchase: Heimdall, Treasure: Iselia Human Ranch
Holy Robe	A robe that is blessed by the gods.	+49	Raine Only, Regenerates 1% HP every 6 seconds	4800	Purchase: Flanoir (later), Treasure: Tower of Salvation
Nagazuki	A robe for female ninjas. A seal of protection is drawn on the lining.	+49	Sheena Only	NA	Treasure: Tower of Salvation descending
Heavenly Robe	A mysterious robe from the heavens. Has no visible seams.	+54	Raine Only	NA	Treasure: Tower of Salvation Tree Ruins
Shaman Dress	A dress with a bright red skirt. Usually worn during ceremonies.	+54	Sheena Only, Def. Light+, Dark+	NA	Treasure: Tower of Salvation Tree Ruins
Spirit Robe	A priceless robe protected by all of the Summon Spirits.	+60	Raine Only. Def. Water+ Wind+ Fire+ Earth+ Lightning+ Ice+ Light+ Dark+	NA	Defeat: Maxwell
Kannazuki	A robe for female ninjas. Reduces damage from wind-based attacks by 50%.	+60	Sheena Only. Def. Wind+	NA	Speak to Mizuho Chief after using Vinheim Key.

HEAD ARMOR

HELMET (LLOYD, KRATOS, ZELOS)

NAME	DESCRIPTION	DEF	OTHER STATUS	TYPE	GALD	ACQUISITION
Leather Helm	A helmet that only protects the head.	+4	NA	Helmet	500	Purchase: Palmacosta, Luin
Iron Helm	A helmet made of iron. Exposes the lower half of the face.	+6	NA	Helmet	1200	Purchase: Asgard
Armet Helm	An iron helmet that covers the face and head	+10	NA	Helmet	NA	Treasure: Tower of Mana, Customize: Hima, Meltokio
Cross Helm	A type of Armet Helm. More refined than the original.	+14	NA	Helmet	2000	Purchase: Ozette
Duel Helm	Gift given to a hero in an ancient land.	+17	NA	Helmet	3400	Purchase: Flanoir, Treasure: Temple of Lightning
Rune Helm	Mystical helmet with a rune engraved into the metal.	+20	Int. +10	Helmet	4000	Purchase: Heimdall, Treasure: Iselia Human Ranch
Sigurd	A helmet made using special Cruxis technology.	+24	NA	Helmet	NA	Kratos' equipment
Rare Helm	A perfectly crafted masterpiece. Resistant to lightning.	+24	Def. Lightning+	Helmet	4800	Purchase: Flanoir (later)
Star Helm	A helmet made of unknown substances. Very light, yet strong and resistant to fire.	+26	Def. Fire+	Helmet	NA	Treasure: Tower of Salvation
Golden Helm	A helmet once possessed by an ancient monarch.	+30	NA	Helmet	NA	Treasure: Derris-Kharlan

HAT (LLOYD, GENIS, KRATOS, ZELOS, REGAL)

NAME	DESCRIPTION	DEF	OTHER STATUS	TYPE	GALD	ACQUISITION
Beret	A fashionable hat that also protects from the elements.	+3	Int. +1	Hat	200	Purchase: Triet
Cleric's Hat	A hat for members of the clergy. Has healing properties.	+8	Int. +2, Regenerates 1% HP every 6 seconds	Hat	900	Purchase: Hima, Treasure: Asgard Human Ranch
Straw Hat	A round hat. Be careful not to lose it on windy days.	+10	Int. +3	Hat	1000	Purchase: Meltokio, Treasure: Sylvarant Base
Pointed Hat	A finely crafted hat. They don't make 'em like this anymore!	+13	Int. +4	Hat	1300	Purchase: Sybak, Customize: Sybak, Mizuho, Ozette
Rune Hat	Mystical hat with a rune painted on the fabric.	+15	Int. +10	Hat	3000	Purchase: Heimdall, Treasure: Iselia Human Ranch
Headband	Wearing it makes you feel like you're ready for battle.	+18	Acc. +10, Eva. +10, Int. +5	Hat	NA	Treasure: Temple of Darkness
Star Cap	A magical hat that twinkles like a star. Resistant to fire.	+20	Int. +10, Def. Fire+	Hat	NA	Treasure: Latheon Gorge
Alfread's Hat	The hat of the legendary pirate, Alfread.	+21	Int. +12	Hat	NA	Get from Max in Izoold after completing Alfread sub-event.

RIBBON (COLETTE, RAINE, SHEENA, PRESEA)

NAME	DESCRIPTION	DEF	OTHER STATUS	TYPE	GALD	ACQUISITION
Ribbon	A cute red ribbon.	+4	NA	Ribbon	240	Purchase: Triet
Blue Ribbon	A beautiful blue ribbon.	+10	NA	Ribbon	NA	Treasure: Balacruf Mausoleum
Striped Ribbon	A ribbon with stripes.	+14	NA	Ribbon	1400	Purchase: Meltokio
Tartan Ribbon	A ribbon with a checkered tartan pattern.	+17	NA	Ribbon	1600	Purchase: Hima
Pretty Ribbon	A very cute ribbon.	+20	NA	Ribbon	2000	Purchase: Ozette
Hairpin	A hair ornament worn by the women from Mizuho.	+24	NA	Ribbon	NA	Treasure: Iselia Human Ranch
Maid's Hairband	You can't call yourself a maid without one!	+26	NA	Ribbon	NA	Treasure: Ymir Forest
Magical Ribbon	A ribbon with strong magical power.	+28	NA	Ribbon	NA	Treasure: Derris-Kharlan

CIRCLET (COLETTE, RAINE, SHEENA, PRESEA)

NAME	DESCRIPTION	DEF	OTHER STATUS	TYPE	GALD	ACQUISITION
Circlet	An iron circlet engraved with patterns.	+3	Int. +1	Circlet	160	Purchase: Palmacosta
Gold Circlet	A circlet made of gold. Increases concentration.	+5	Int. +4	Circlet	1000	Customize: Asgard, Luin, Purchase: Luin, Meltokio
Silver Circlet	A circlet made of silver. Increases concentration.	+9	Int. +2	Circlet	2000	Purchase: Flanoir
Mythril Circlet	A circlet made of mythril, a metal with mysterious power.	+11	Int. +8	Circlet	2200	Purchase: Altamira
Holy Circlet	A circlet engraved with the words of a deity.	+12	Int. +9, Regenerates 1% HP every 6 seconds	Circlet	7200	Purchase: Flanoir (later), Treasure: Tower of Salvation
Rune Circlet	A mystical circlet with a rune engraved into the metal.	+13	Int. +10	Circlet	4600	Purchase: Heimdall, Treasure: Iselia Human Ranch
Star Circlet	A mysterious circlet that shines like a star. Resistant to fire.	+20	Int. +14 Def. Fire+	Circlet	NA	Treasure: Tower of Salvation Tree Ruins
Elemental Circlet	A circlet protected by the Summon Spirits. Resistant to water, wind, fire and earth.	+25	Int. +15 Def. Water+ Wind+ Fire+ Earth+	Circlet	NA	Treasure: Defeat Seles in Meltokio Coliseum after winning advanced class twice as Zelos.

ARM ARMOR

SHIELD (KRATOS, ZELOS)

NAME	DESCRIPTION	DEF	OTHER STATUS	TYPE	GALD	ACQUISITION
Lid Shield	Fire-resistant kitchenware. Can also be used as a shield.	+5	Def. Fire+	Shield	NA	Defeat: Soldier or Duelist
Wooden Shield	A shield made of durable wood.	+8	NA	Shield	600	Kratos' initial equipment, Purchase: Triet
Omega Shield	A shield bearing the omega symbol. Has healing effects.	+15	Regenerates 1% HP every 6 seconds	Shield	1600	Purchase: Meltokio, Treasure: Palmacosta Human Ranch
Red Shield	A shield that raises your fighting spirit.	+21	NA	Shield	NA	Customize: Hima, Meltokio
Beam Shield	A shield with a peculiar color and shape. Reduces light-based damage by half.	+25	Def. Light+	Shield	2500	Purchase: Flanoir, Treasure: Tethe'alla Base
Mythril Shield	A shield made of mythril, a metal with mysterious power.	+28	NA	Shield	2800	Purchase: Altamira, Treasure: Temple of Ice
Rune Shield	A mystical shield with a rune engraved into the metal.	+30	Int. +10	Shield	5000	Purchase: Heimdall, Treasure: Iselia Human Ranch
Arredoval	A shield made using special Cruxis technology.	+30	NA	Shield	NA	Kratos' equipment
Blue Shield	Also known as the Abandoned Shield.	+30	Eva. +30	Shield	NA	Treasure: Vinheim
Rare Shield	A richly decorated shield of top-notch quality. Resistant to water.	+33	Def. Water+	Shield	NA	Treasure: Latheon Gorge
Star Shield	A shield shaped like a star. Resistant to fire and darkness.	+35	Def. Fire+, Dark+	Shield	NA	Treasure: Tower of Salvation

GAUNTLET (LLOYD, KRATOS, ZELOS, PRESEA)

NAME	DESCRIPTION	DEF	OTHER STATUS	TYPE	GALD	ACQUISITION
Leather Glove	A leather gauntlet. It provides little defense, but doesn't restrict movement.	+3	NA	Gauntlet	200	Purchase: Triet, Treasure: Iselia Forest
Iron Gauntlet	A little heavy, but provides some defense.	+6	NA	Gauntlet	1200	Purchase: Asgard, Customize: Asgard, Luin
Claw Gauntlet	An iron gauntlet with claws attached. Raises Attack.	+10	Atk. +50	Gauntlet	1000	Purchase: Meltokio
Mythril Gauntlet	A gauntlet made with mythril, a metal with mysterious power.	+13	NA	Gauntlet	1200	Purchase: Altamira, Treasure: Temple of Ice
Rune Gauntlet	A mystical gauntlet with a rune engraved into the metal.	+15	Int. +10	Gauntlet	3000	Purchase: Heimdall
Rare Gauntlet	An extremely well-made gauntlet. Resistant to earth.	+18	Def. Earth+	Gauntlet	1800	Purchase: Flanoir (later), Treasure: Iselia Human Ranch
Star Gauntlet	A gauntlet created from star magic. Resistant to fire.	+20	Def. Fire+	Gauntlet	NA	Treasure: Tower of Salvation
Hyper Gauntlet	Once possessed by a legendary hero. Raises Accuracy.	+21	Acc. +10	Gauntlet	NA	Defeat: Abyssion

BRACELET (GENIS, REGAL, COLETTE, RAINE, SHEENA)

NAME	DESCRIPTION	DEF	OTHER STATUS	TYPE	GALD	ACQUISITION
Bracelet	A very plain metal bracelet.	+2	NA	Bracelet	400	Purchase: Palmacosta, Luin, Treasure: Triet Ruins
Iron Bracelet	A bracelet made of iron.	+4	NA	Bracelet	800	Purchase: Hima (late), Treasure: Asgard Human Ranch
Lapis Bracelet	A bracelet with lapis lazuli.	+7	Lck. +5	Bracelet	1400	Purchase: Meltokio, Customize: Meltokio
Angel Bracelet	A bracelet of happiness with an angel engraved on it.	+8	Lck. +3	Bracelet	1600	Purchase: Ozette
Mythril Bracelet	A bracelet made of mythril, a metal with mysterious power.	+10	NA	Bracelet	2000	Purchase: Altamira, Treasure: Temple of Earth
Draupnir	A magical bracelet. Allows its wearer to triumph over evil.	+12	NA	Bracelet	NA	Treasure: Latheon Gorge, Customize: Heimdall
Star Bracelet	A bracelet made of an unknown substance. Resistant to fire.	+13	Def. Fire+	Bracelet	NA	Treasure: Tower of Salvation
Shield Ring	A ring that produces a semi-transparent shield when worn.	+14	NA	Bracelet	NA	Treasure: Torent Forest, Vinheim

GLOVE (COLETTE, RAINE, SHEENA, PRESEA)

NAME	DESCRIPTION	DEF	OTHER STATUS	TYPE	GALD	ACQUISITION
Gloves	Gloves made with thin material. They provide little defense.	+1	NA	Gloves	100	Purchase: Triet
Kitchen Mittens	Mittens used for cooking. Resistant to fire.	+3	Def. Fire+	Gloves	1000	Purchase: Asgard
Penguinist Gloves	They protect your hands from cold winds. Resistant to ice.	+3	Def. Ice+	Gloves	NA	Treasure: Flanoir (penguinist glove maker event)
Pretty Mittens	A pair of very pretty mittens.	+5	NA	Gloves	800	Purchase: Hima
Bridal Gloves	White gloves made for a bride. Raises Luck.	+6	Lck. +10	Gloves	1200	Purchase: Sybak
Silk Gloves	A pair of sleek and stylish gloves.	+8	NA	Gloves	1600	Purchase: Ozette, Customize: Ozette
Cute Mittens	A pair of very cute mittens.	+9	NA	Gloves	1800	Purchase: Altamira
Lovely Mittens	Very lovely mittens.	+10	NA	Gloves	NA	Treasure: Iselia Human Ranch
Katz Mittens	A pair of mittens in the shape of	+11	NA	Gloves	10000	Purchase: Katz' Village a cat's paw.

ACCESSORIES

CHARM

NAME	DESCRIPTION	ADDED EFFECT	TYPE	GALD	ACQUISITION
Amulet	Protects from all Status Effects, but sometimes fails.	NA	Charm	NA	Customize: Dirk's House after forging of Material Blade.
Blue Talisman	A protective charm. Increases Defense by 15%.	NA	Charm	NA	Customize: Dirk's House after forging of Material Blade.
Drain Charm	A charm that protects against Curse and Weak.	Def. Dark+	Charm	4000	Purchase: Mizuho, Ozette, Flanoir, Altamira, Treasure: Gaoracchia Forest
Heal Bracelet	Restores 10% of Max HP for every enemy defeated.	NA	Charm	4000	Purchase: Flanoir, Defeat: Kilia
Manji Seal	A charm made in Mizuho. Raises its wearer's Accuracy.	Acc. +15	Charm	10000	Purchase: Mizuho
Paralysis Charm	A charm that protects against Paralysis.	Def. Lightning+	Charm	4000	Purchase: Asgard, Luin, Meltokio, Flanoir, Altamira, Defeat: Iapyx
Poison Charm	A charm that protects against Poison.	Def. Water+	Charm	4000	Purchase: Palmacosta, Luin, Meltokio, Flanoir, Altamira, Defeat: Botta
Spirit Bangle	Restores 5% of Max TP for every enemy defeated.	NA	Charm	4000	Purchase: Flanoir, Defeat: Iapyx
Stone Charm	A charm that protects against Petrify and Heavy.	Def. Earth+	Charm	4000	Purchase: Asgard, Flanoir, Altamira
Stun Bracelet	A bracelet that reduces the duration of Stun by 50%.	NA	Charm	4000	Purchase: Luin, Flanoir
Stun Charm	A charm that protects against Stun.	Def. Light+	Charm	4000	Purchase: Altamira, Treasure: Asgard Human Ranch
Talisman	A protective charm. Increases Defense by 5%.	Def. +5%	Charm	8000	Purchase: Flanoir, Defeat: Windmaster
Yasakani Jewel	Item used by the eastern gods to defeat evil spirits.	Prevents all Status Effects.	Charm	NA	Treasure: Defeat Sword Dancer (2nd)
Yata Mirror	Item used by the easter gods to defeat evil spirits.	HP & TP regenerate by 1% at fixed intervals in battle.	Charm	NA	Treasure: Defeat Sword Dancer (1st)

RING

NAME	DESCRIPTION	ADDED EFFECT	TYPE	GALD	ACQUISITION
Attack Ring	Engraved with the word "Attack." Raises Attack by 10%	Atk +10%	Ring	NA	Defeat: The Judged
Defense Ring	Engraved with the word "Defense." Raises Defense by 10%.	Def +10%	Ring	NA	Defeat: The Neglected
Emerald Ring	A ring with special powers. Reduces TP consumption by 1/3.	NA	Ring	NA	Defeat: Volt
Faerie Ring	A ring engraved with a fairy. Reduces TP consumption by 50%.	NA	Ring	NA	Defeat: Forcystus
Force Ring	A ring engraved with a war god. Reduces physical damage.	NA	Ring	NA	Defeat: Hell Knight
Holy Ring	A ring that eases the wearer's mind. Recovers 1% of Max HP at a fixed rate during battle.	NA	Ring	NA	Defeat: Kvar
Magic Ring	Engraved with the word "Magic." Raises Magic Offense by 10%.	NA	Ring	NA	Defeat: The Fugitive
Protect Ring	A ring engraved with a war god. Reduces physical damage, but raises elemental damage.	Def. Water- Wind- Fire- Earth- Lightning- Ice- Light- Dark-	Ring	NA	Defeat: Undine
Reflect Ring	A ring engraved with a goddess. Reduces elemental damage.	Def. Water+ Wind+ Fire+ Earth+ Lightning+ Ice+ Light+ Dark+	Ring	NA	Defeat: Origin
Resist Ring	A ring engraved with a goddess. Reduces elemental damage, but raises physical damage.	Def. Water+ Wind+ Fire+ Earth+ Lightning+ Ice+ Light+ Dark+	Ring	NA	Treasure: Ymir Forest
Revive Ring	If you're lucky, it might resurrect you from KO during battle.	NA	Ring	NA	Treasure: Tethe'alla Field Map, Remote Island Human Ranch
Spirit Ring	A ring that eases the wearer's mind. Recovers 1% of Max TP at a fixed rate during battle.	NA	Ring	NA	Treasure: Meltokio Sewer
Strike Ring	A ring that makes the wearer disposed toward S-Type.	NA	Ring	NA	Treasure: Sylvarant Field Map
Technical Ring	A ring that makes the wearer disposed toward T-Type.	NA	Ring	NA	Treasure: Sylvarant Field Map

SYMBOL

NAME	DESCRIPTION	ADDED EFFECT	TYPE	GALD	ACQUISITION
Attack Symbol	An experienced warrior's crest. Raises Accuracy.	NA	Symbol	NA	Defeat: Efreet
Dark Seal	Acquire 50% more Exp, but increase damage and cursed for the duration of the battle.	NA	Symbol	NA	Defeat: Shadow
Demon's Seal	Acquire 100% more EXP, but causes Status Effects during battle.	NA	Symbol	NA	Treasure: Vinheim
Extreme Symbol	Considerably increases Attack.	Atk. +200, Eva. -99	Symbol	NA	Win party advanced class at Meltokio Coliseum.
Guardian Symbol	A warrior's crest. Increases Defense by 10%.	NA	Symbol	NA	Defeat: Undine
Holy Symbol	A holy relic. Restores 3% of Max HP at a fixed rate.	NA	Symbol	NA	Defeat: Gnome
Krona Symbol	Protects against all Status Effects.	NA	Symbol	NA	Win single advanced class at Meltokio Coliseum.
Mystic Symbol	A mysterious emblem. Reduces the time it takes to cast a spell.	NA	Symbol	NA	Defeat: Gatekeeper, Zelos
Penguinist Quill	It looks like it might be resistant to ice…	Def. Ice+	Symbol	NA	Defeat: Penguinist
Rabbit's Foot	A rabbit's foot. Increases Luck.	Lck. +30	Symbol	2000	Purchase: Luin
Spirit Symbol	A spiritual relic. Restores 3% of Max TP at a fixed rate.	NA	Symbol	NA	Defeat: Celsius
Warrior Symbol	A warrior's crest. Increases Strength by 10%.	NA	Symbol	NA	Defeat: Magnius

CAPE

NAME	DESCRIPTION	ADDED EFFECT	TYPE	GALD	ACQUISITION
Aqua Cape	A cape that reduces water and ice elemental attack damage.	Def. +8, Eva. +5, Def. Water+, Def. Ice+	Cape	NA	Treasure: Tethe'alla Base
Cape	A generic cape made of cloth. A standard accessory for rookies.	Def. +1, Eva. +1	Cape	100	Purchase: Triet
Elven Cape	A light green cape made by elves. Increases Evasion.	Def. +7, Int. +5, Eva. +15	Cape	NA	Customize: Altessa's House
Flare Cape	A cape that reduces fire and earth elemental damage.	Def. +8, Eva +5, Def. Fire+ Earth+	Cape	NA	Defeat: Winged Dragon
Leather Cape	A cape made of leather. A standard accessory for an adventurer.	Def. +3, Eva +3	Cape	400	Purchase: Luin, Hima
Rune Cape	A mystical cape with a rune painted on the fabric.	Def. +14, Eva. +7, Int. +10	Cape	5600	Purchase: Heimdall
Thief's Cape	The cape of choice for thieves. Raises Evasion.	Def. +6, Eva. +10	Cape	3000	Purchase: Altamira
Thunder Cape	A cape that reduces lightning and wind elemental damage.	Def. +8, Eva. +5, Def. Wind+, Lightning+	Cape	NA	Treasure: Toize Valley Mine

BOOTS

NAME	DESCRIPTION	ADDED EFFECT	TYPE	GALD	ACQUISITION
Boots	A very generic-looking pair of boots.	Def. +2	Boots	100	Purchase: Iselia
Elven Boots	A very light pair of boots. Increases battle movement speed.	Def. +9	Boots	NA	Treasure: Tethe'alla Field Map
Heavy Boots	A pair of boots that will make the wearer Heavy, but increase resistance to damage.	Def. +15	Boots	3000	Purchase: Meltokio, Altamira
Jet Boots	A pair of boots that increases walking and battle movement speed.	Def. +15	Boots	NA	Defeat: Abyssion
Leather Boots	A must for any serious adventurer.	Def. +4	Boots	600	Purchase: Palmacosta
Persian Boots	A pair of shoes in the shape of a cat's paws. Reduces all types of damage.	Def. Water+ Wind+ Fire+ Earth+ Lightning+ Ice+ Light+ Dark+	Boots	NA	Defeat: Living Armor
Rune Boots	A pair of mystical boots with a rune painted on the material.	Def. +15, Int. +10	Boots	6000	Purchase: Heimdall
Water Spider	A pair of water-resistant boots. Reduces water elemental damage.	Def. +10, Def. Water+	Boots	5000	Purchase: Mizuho

JEWEL

NAME	DESCRIPTION	ADDED EFFECT	TYPE	GALD	ACQUISITION
Amethyst	A gem received from the Summon Spirit of Darkness. Represents love, hope, and truth.	Atk. Dark, Def. Dark+	Jewel	NA	Defeat: Shadow
Aquamarine	A gem received from the Summon Spirit of Water. Prevents accidents at sea.	Atk. Water, Def. Water+	Jewel	NA	Defeat: Undine
Black Onyx	A jewel that increases Max HP by 30%.	Def. +5, HP Max +30%	Jewel	25000	Purchase: Flanoir, Treasure: Fooji Mountains
Diamond	The hardest known mineral. Has the power to drive away evil.	Atk. +20, Def. +20, Int. +20, Acc. +20, Eva. +20, Lck. +20	Jewel	NA	Defeat: Origin
Garnet	A gem received from the Summon Spirit of Fire. Prevents disease.	Atk. Fire, Def. Fire+	Jewel	NA	Defeat: Efreet
Magic Mist	A crystal with smoke sealed inside. Increases getaway speed.	Eva. +10	Jewel	6000	Purchase: Altamira, Treasure: Sylvarant Field Map
Moonstone	A jewel that increases Max TP by 30%.	Int. +5, TP Max +30%	Jewel	25000	Purchase: Flanoir, Defeat: Luna
Opal	A gem received from the Summon Spirit of Wind. Difficult to handle and affects those who possess it.	Atk. Wind, Def. Wind+	Jewel	NA	Defeat: Sylph
Ruby	A gem received from the Summon Spirit of Earth. A symbol of love, happiness, and courage.	Atk. Earth, Def. Earth+	Jewel	NA	Defeat: Gnome
Sapphire	A gem received from the Summon Spirit of Ice. Has the power to extinguish flames.	Def. +20, Atk. Ice, Def. Ice+	Jewel	NA	Defeat: Celsius
Sardonyx	A gem received from the Summon Spirit of Lightning. Will help you find your soul mate.	Atk. Lightning, Def. Lightning+	Jewel	NA	Defeat: Volt
Topaz	A gem received from the Summon Spirit of Light. Keeps both the mind and body healthy.	Atk. Light, Def. Light+	Jewel	NA	Defeat: Luna
Turquoise	A gem received from Origin. Protects you from danger.	Regenerates 3% HP and TP every 6 seconds	Jewel	NA	Defeat: Maxwell

DOLL

NAME	DESCRIPTION	ADDED EFFECT	TYPE	GALD	ACQUISITION
Blue Sephira	A sculpture of a goddess. Equip it to earn 100% more Gald.		Doll	NA	Defeat: Plantix
Reverse Doll	A voodoo doll. Automatically resurrects a KO'd ally.		Doll	NA	Treasure: Tethe'alla Field Map
Sephira	A sculpture of a goddess. Equip it to earn 50% more Gald.		Doll	NA	Treasure: Tethe'alla Field Map
Snow Hare	A lucky charm from Flanoir.	Def. +5, Acc. +10, Eva. +10, Lck. +10	Doll	NA	Event: Walk with Colette in the snow at Flanoir.

VALUABLES

ITEM	DESCRIPTION
Aifread's Letter	A letter from self-proclaimed pirate Aifread to Lyla in Izoold.
Assassin's Ring	A ring engraved with the initials Y and M.
Blue Candle	Its magic blue flame illuminates even the darkest of dungeons.
Blue Card	A card key that unlocks one of the three locks in the Palmacosta Human Ranch.
Blue Seed	A blue flower seed found in the Ymir Forest. Plant it to grow a blue flower.
Boltzman's Book	A record of all of Boltzman's healing arts.
Card Key	Card found at the Palmacosta Human Ranch. Pass code is 3341.
Celsius' Tear	A flower-shaped ice crystal that can freeze any thing it touches.
Chipped Dagger	A dagger with a chipped blade. A symbol of the past.
Colette's Necklace	A belated birthday present for Colette.
Collector's Book	A must-have for item collectors. Have you recorded everything?
Corrine's Bell	A memento of Corrine, who risked his life to save Sheena.
Derris Emblem	An emblem with an intricate gold design. Its use is unknown.
Desian Orb	Opens the hidden door at the Asgard Human Ranch.
Elevator Key	A card key that activates the elevator in the Tower of Salvation.
Elf Elder's Staff	Show it to the watchman at the Latheon Gorge to get the Mana Leaf Herb.
Employee ID	The standard ID issued to all Lezareno Company employees.
Eternal Ring	You can't equip the Eternal Sword without this ring.
Exsphere Shard	A small Exsphere fragment. Can't be equipped in this condition.
Figurine Book	A collection of figurines of people you meet during your journey.
Future Stone	An illusionary stone tablet carved with events from the future.
Inhibitor Ore	An ore necessary for making a Key Crest. Can only be processed by dwarves.
King's Letter	A letter from the King of Tethe'alla. Allows entrance to Heimdall.
Kratos' Locket	A picture of Lloyd's parents is drawn inside.
Kuchinawa's Charm	A charm in the shape of a beautiful crane. A present from Kuchinawa.
Linkite Nut	Produces beautiful music when the wind blows.
Linkite Ocarina	Made from a hollowed Linkite nut. Its sound travels long distances.
Lyla's Letter	A letter from Lyla addressed to Aifread.
Mana Fragment	Necessary to heal Chronic Angelus Crystallus Inofficium.
Mana Leaf Herb	Necessary to heal Chronic Angelus Crystallus Inofficium.
Map of Balacruf	A stone tablet that reveals the location of the Seal of Wind.
Mirror Shard	A broken mirror. A reminder not to give in to our doubts and weaknesses.
Mithos' Panpipe	A memento of Mithos' sister. Makes a beautiful sound when played.
Monster List	A collection of information about enemies. Know thy enemy!
Nebilim's Key	A key that reacts when a cursed weapon is near.
Pass	Required in order to travel the Hakonesia Peak mountain pass.
Past Stone	An illusionary stone tablet carved with events from the past.
Pink Pearl Ring	An ideal present for a lady.
Purple Card	A card key that unlocks one of the three locks in the Palmacosta Human Ranch.
Red Card	A card key that unlocks one of the three locks in the Palmacosta Human Ranch.
Sacred Stone	A sacred stone used to seal evil.
Secret Notebook	A secret notebook with all of the good Mizuho gossip.
Sheena's Letter	A letter from Sheena addressed to the King of Tethe'alla.
Sorcerer's Ring	A ring that amplifies mana energy. Press the X Button to activate it.
Spider Figurine	A spider figurine broken in half. Cautions us against running away from our problems.
Spiritua Statue	A beautifully carved statuette of Mother Spiritua.
Spiritua's Ring	An item worn by Spiritua during the journey for World Regeneration.
Sylvarant Map	Map of Sylvarant. A journey of a thousand miles starts with but a single step.
Tethe'alla Map	Map of Tethe'alla. A journey of a thousand miles starts with but a single step.
The Chosen's Orb	Zelos' Cruxis Crystal.
Tower Key	Key used to open the Tower of Mana. Made with metal refined by magitechnology.
Training Manual	Various battle techniques are recorded in this book.
Unicorn Horn	The horn of a sacred beast. A very powerful catalyst for the healing arts.
Vinheim Key	A key to open the path to the final area in Derris-Kharlan.
Virginia's Diary	A diary Virginia wrote for her daughter and son.
White Seed	A white flower seed found in the Ymir Forest. Plant it to grow a white flower.
Wing Pack	Holds the Rheaird and Elemental Cargo. Press the B Button in the field to use it.
Ymir Fruit	A red fruit from the Ymir Forest. Heals all illnesses.
Zircon	A precious ore. Very difficult to handle.

SHOP LISTS

SYLVARANT SHOPS

Iselia

HALO

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Life Bottle	Bottle	300
Magic Lens	Battle Item	10
Wooden Blade	Twin Blade	10
Chakram	Ring	200
Nova	Kendama	600
Soft Leather	Armor	480
Boots	Boots	100
Chicken	Meat	120
Lettuce	Vegetable	80
Tomato	Vegetable	60
Bread	Carbs	70
Egg	Misc.	50

Triet

TRAVELER'S MATE

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Holy Bottle	Bottle	200
Magic Lens	Battle Item	10

VERMILION BLADES CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Flying Disk	Ring	Chakram, Magical Cloth
Duel Ring	Ring	Chakram, Beast Fang
Hard Leather	Armor	Soft Leather, Beast Hide

HEAT STORM

ITEM	TYPE	PRICE
Knight's Saber	Twin Blade	800
Flying Disk	Ring	880
Fine Star	Kendama	800
Rod	Rod	800
Long Sword	Sword	790

SAND SHIELD

ITEM	TYPE	PRICE
Soft Leather	Armor	480
Leather Guard	Guard	280
White Cloak	Cloak	800
Robe	Robe	600
Ribbon	Ribbon	240
Beret	Hat	200
Wooden Shield	Shield	600
Leather Glove	Gauntlet	200
Gloves	Gloves	100
Cape	Cape	100

DESERT ROSE

ITEM	TYPE	PRICE
Pork	Meat	120
Onion	Vegetable	60
Cabbage	Vegetable	60
Mushroom	Vegetable	60
Barley Rice	Carbs	60
Bread	Carbs	70
Red Satay	Misc.	200

Sylvarant Base

VENDING MACHINE

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Magic Lens	Battle Item	10

Izoold

DEEP BLUE

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Panacea Bottle	Bottle 150	
Life Bottle	Bottle	300
Cod	Fish	110
Squid	Fish	110
Octopus	Fish	70
Barley Rice	Carbs	60
Seaweed	Misc.	20

Palmacosta

MARBLE'S

ITEM	TYPE	PRICE
Palma Potion	Bottle	1000
Apple Gel	Gel	100
Orange Gel	Gel	200
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Holy Bottle	Bottle	200
Magic Lens	Battle Item	10
Guard Bottle	Bottle	1000
Poison Charm	Charm	4000

ANCHORS AWEIGH

ITEM	TYPE	PRICE
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Holy Bottle	Bottle	200
Dark Bottle	Bottle	200
Magic Lens	Battle Item	10

TSUNAMI

ITEM	TYPE	PRICE
Rapier	Twin Blade	1300
Duel Ring	Ring	1140
Duel Star	Kendama	1180
Battle Staff	Rod	1150
Steel Sword	Sword	1380

HIGH TIDE

ITEM	TYPE	PRICE
Chain Mail	Armor	960
Fine Guard	Guard	900
White Cloak	Cloak	800
Feather Robe	Robe	920
Leather Helm	Helmet	500
Circlet	Circlet	160
Bracelet	Bracelet	400
Leather Boots	Boots	600

ULTRAMARINE CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Masamune	Twin Blade	Rapier, White Silver
Slicer Ring	Ring	Flying Disk, Black Silver
Gem Rod	Rod	Battle Staff, Beast Hide
Steel Sword	Sword	Long Sword, Beast Fang
Mage Cloak	Cloak	Cloak, White Silver

SEVEN SEAS

ITEM	TYPE	PRICE
Pork	Meat	120
Beef	Meat	140
Chicken	Meat	120
Snapper	Fish	120
Tuna	Fish	100
Cod	Fish	110
Squid	Fish	110
Shrimp	Fish	60
Octopus	Fish	70
Onion	Vegetable	60
Rice	Carbs	80
Barley Rice	Carbs	60
Pasta	Carbs	80
Panyan	Carbs	70
Bread	Carbs	70
Roll	Carbs	70
White Satay	Misc.	200
Red Satay	Misc.	200
Egg	Misc.	50
Cheese	Misc.	60
Milk	Misc.	50

Palmacosta Human Ranch

REFRESHER

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Panacea Bottle	Bottle 150	
Life Bottle	Bottle	300
Magic Lens	Battle Item	10

Thoda Island

THODA SHOP

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Melange Gel	Gel	500
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Magic Lens	Battle Item	10

WHIRLWIND

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Holy Bottle	Bottle	200
Dark Bottle	Bottle	200
Magic Lens	Battle Item	10
Stone Charm	Charm	4000

GALE

ITEM	TYPE	PRICE
Pork	Meat	120
Beef	Meat	140
Chicken	Meat	120
Juicy Meat	Meat	200
Beef Strips	Meat	80
Cabbage	Vegetable	60
Lettuce	Vegetable	80
Mushroom	Vegetable	60
Potato	Vegetable	50
Onion	Vegetable	60
Radish	Vegetable	60
Carrot	Vegetable	60
Barley Rice	Carbs	60
Panyan	Carbs	70
Roll	Carbs	70
White Satay	Misc.	200
Red Satay	Misc.	200
Black Satay	Misc.	200
Egg	Misc.	50
Cheese	Misc.	60
Kelp	Misc.	40

TYPHOON

ITEM	TYPE	PRICE
Masamune	Twin Blade	1500
Slicer Ring	Ring	1380
Duel Star	Kendama	1180
Gem Rod	Rod	1550
Steel Sword	Sword	1380
Hydra Dagger	Dagger	2200

CYCLONE

ITEM	TYPE	PRICE
Ring Mail	Armor	1800
Fine Guard	Guard	900
Mage Cloak	Cloak	1500
Feather Robe	Robe	920
Iron Helm	Helmet	1200
Iron Gauntlet	Gauntlet	1200
Kitchen Mittens	Gloves	1000
Paralysis Charm	Charm	4000

HURRICANE CUSTOMIZATION SHOP

ITEM	TYPE	REQUIRED ITEMS
Osafune	Twin Blade	Mumei, Black Silver
Sinclaire	Twin Blade	Masamune, Black Silver, White Silver
Mystic Ring	Ring	Slicer Ring, Beast Fang
Falling Star	Kendama	Duel Star, Beast Hide
Earth Rod	Rod	Battle Staff, White Silver
Earth Dagger	Dagger	Hydra Dagger, White Silver, Mermaid's Tear
Silver Sword	Sword	Steel Sword, Beast Fang, Black Silver
Iron Guard	Guard	Leather Guard, Black Silver
Mage Cloak	Cloak	Cloak, White Silver
White Robe	Robe	Feather Robe, Magical Cloth
Yayoi	Robe	Feather Robe, Magical Cloth
Gold Circlet	Circlet	Circlet, Magical Cloth
Iron Gauntlet	Gauntlet	Leather Glove, Black Silver

CROSSROADS

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Holy Bottle	Bottle	200
Magic Lens	Battle Item	10

FIGHTING SPIRIT (NORMAL)

ITEM	TYPE	PRICE
Rapier	Twin Blade	1300
Duel Ring	Ring	1140
Duel Star	Kendama	1180
Battle Staff	Rod	1150
Steel Sword	Sword	1380
Chain Mail	Armor	960
Fine Guard	Guard	900
White Cloak	Cloak	800
Feather Robe	Robe	920
Leather Helm	Helmet	500
Gold Circlet	Circlet	1000
Bracelet	Bracelet	400
Leather Cape	Cape	400
Poison Charm	Charm	4000
Paralysis Charm	Charm	4000
Stun Bracelet	Charm	4000
Rabbit's Foot	Symbol	2000

FIGHTING SPIRIT (ENHANCED TOWN)

ITEM	TYPE	PRICE
Paper Fan	Twin Blade	40000
Tambourine	Ring	40000
Phantasmagoria	Kendama	40000
Deck Brush	Rod	40000
Money Bag	Card	40000
Toy Dagger	Dagger	40000
Baseball Bat	Sword	40000
Pow Hammer DX	Ax	40000
Glory Arts	Leg Guard	40000

FIGHTING SPIRIT CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Masamune	Twin Blade	Rapier, White Silver
Osafune	Twin Blade	Mumei, Black Silver
Sinclaire	Twin Blade	Masamune, Black Silver, White Silver
Duel Ring	Ring	Chakram, Beast Fang
Slicer Ring	Ring	Flying Disk, Black Silver
Mystic Ring	Ring	Slicer Ring, Beast Fang
Duel Star	Kendama	Nova, Beast Fang
Falling Star	Kendama	Duel Star, Beast Hide
Gem Rod	Rod	Battle Staff, Beast Hide
Ruby Wand	Rod	Gem Rod, Mermaid's Tear
Steel Sword	Sword	Long Sword, Beast Fang
Hydra Dagger	Dagger	Stiletto, Beast Hide
Earth Dagger	Dagger	Hydra Dagger, White Silver, Mermaid's Tear
Silver Sword	Sword	Steel Sword, Beast Fang, Black Silver
Iron Guard	Guard	Leather Guard, Black Silver
Mage Cloak	Cloak	Cloak, White Silver
White Robe	Robe	Feather Robe, Magical Cloth
Yayoi	Robe	Feather Robe, Magical Cloth
Gold Circlet	Circlet	Circlet, Magical Cloth
Iron Gauntlet	Gauntlet	Leather Glove, Black Silver

Hima

CRIMSON CANYON (EARLY LIST)

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Holy Bottle	Bottle	200
Magic Lens	Battle Item	10
Osafune	Twin Blade	1950
Amber Cloak	Cloak	1800
Cleric's Hat	Hat	900
Tartan Ribbon	Ribbon	1600
Pretty Mittens	Gloves	800
Leather Cape	Cape	400

CRIMSON CANYON (LATE LIST)

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Orange Gel	Gel	200
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Holy Bottle	Bottle	200
Magic Lens	Battle Item	10
Sinclaire	Twin Blade	2100
Moon Robe	Robe	1400
Tartan Ribbon	Ribbon	1600
Iron Bracelet	Bracelet	800
Leather Cape	Cape	400

CRIMSON CANYON CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Nimble Rapier	Twin Blade	Rapier, Brass, White Silver
Stinger Ring	Ring	Slicer Ring, White Silver, Mermaid's Tear
Ruby Wand	Rod	Gem Rod, Mermaid's Tear
Armet Helm	Helmet	Iron Helm, Beast Hide
Red Shield	Shield	Omega Shield, Black Silver

Katz' Village

KATZ' MEOW

ITEM	TYPE	PRICE
Katz Mittens	Gloves	10000
Lemon Gel	Gel	1000
Pineapple Gel	Gel	1200
Miracle Gel	Gel	3000
Life Bottle	Bottle	300
Snapper	Fish	120
Tuna	Fish	100
Cod	Fish	110
Squid	Fish	110
Shrimp	Fish	60
Octopus	Fish	70
Bell Pepper	Vegetable	80
Cucumber	Vegetable	70
Cabbage	Vegetable	60
Lettuce	Vegetable	80
Radish	Vegetable	60
Purple Satay	Misc.	200
White Satay	Misc.	200
Red Satay	Misc.	200
Black Satay	Misc.	200

Dirk's House

DIRK'S SHOP

ITEM	TYPE	REQUIRED ITEMS
Stun Charm	Charm	Stun Bracelet, Rune Bottle
Amulet	Charm	Stun Charm, Poison Charm, Drain Charm, Stone Charm, Paralysis Charm
Blue Talisman	Charm	Stun Charm, Defense Ring, Heal Bracelet, Rune Bottle
Heal Bracelet	Charm	Stun Bracelet, Mermaid's Tear
Spirit Bangle	Charm	Stun Bracelet, Mermaid's Tear
Warrior Symbol	Symbol	Stun Bracelet, White Silver, Flare Bottle x10, Rune Bottle
Guardian Symbol	Symbol	Stun Bracelet, Black Silver, Guard Bottle x10, Rune Bottle
Rabbit's Foot	Symbol	Beast Hide, Rune Bottle
Holy Symbol	Symbol	Holy Ring, Heal Bracelet, Black Onyx, Revive Ring
Spirit Symbol	Symbol	Spirit Ring, Spirit Bangle, Moonstone, Revive Ring
Dark Seal	Symbol	Rabbit's Foot, Dark Bottle x10, Black Quartz x10, Rune Bottle
Demon's Seal	Symbol	Dark Seal, Black Silver x10, Dark Bottle x10, Black Quartz x10
Extreme Symbol	Symbol	Dark Seal, Demon's Seal x3
Mystic Symbol	Symbol	Faerie Ring, Rune Bottle
Krona Symbol	Symbol	Dark Seal, Amulet x8, Rune Bottle
Attack Symbol	Symbol	Attack Ring, Warrior Symbol
Reverse Doll	Doll	Revive Ring, Life Bottle, Elixir
Sephira	Doll	Reverse Doll, Rabbit's Foot x5
Blue Sephira	Doll	Sephira, Rabbit's Foot x8, Elixir

Meltokio

AXIOS

ITEM	TYPE	PRICE
Nimble Rapier	Twin Blade	2800
Ogre Sword	Twin Blade	3000
Ray Thrust	Ring	3000
Cool Orbit	Kendama	2250
Silver Sword	Sword	2600
Card of Fire	Card	2700
Card of Earth	Card	2400
Francesca	Ax	3200

PRUCIUS CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Ogre Sword	Twin Blade	Osafune, Brass, White Silver
Ogre Sword	Twin Blade	Masamune, Brass, Black Silver
Ray Thrust	Ring	Stinger Ray, Black Silver, Metal Sphere
Gale Staff	Rod	Ruby Wand, Metal Sphere, Black Silver
Red Shield	Shield	Omega Shield, Black Silver
Armet Helm	Helmet	Iron Helm, Beast Hide
Druid Cloak	Cloak	Mage Cloak, Magical Cloth
Lapis Bracelet	Bracelet	Iron Bracelet, Black Silver

TRUPELOS

ITEM	TYPE	PRICE
Splint Mail	Armor	3000
Elven Protector	Guard	3000
Druid Cloak	Cloak	2700
Misty Robe	Robe	2200
Straw Hat	Hat	1000
Striped Ribbon	Ribbon	1400
Gold Circlet	Circlet	1000
Omega Shield	Shield	1600
Claw Gauntlet	Gauntlet	1000
Lapis Bracelet	Bracelet	1400
Heavy Boots	Boots	3000

BELTEON

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Lemon Gel	Gel	1000
Orange Gel	Gel	200
Pineapple Gel	Gel	1200
Melange Gel	Gel	500
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Anti-Magic Bottle	Bottle	1000
Flare Bottle	Bottle	1000
Guard Bottle	Bottle	1000
Acuity Bottle	Bottle	1000
Syrup Bottle	Bottle	1000
Holy Bottle	Bottle	200
Dark Bottle	Bottle	200
Magic Lens	Battle Item	10
Poison Charm	Charm	4000
Paralysis Charm	Charm	4000

Sybak

STUDENT SUPPLIES

ITEM	TYPE	PRICE
Ogre Sword	Twin Blade	3000
Kotetsu	Twin Blade	3300
Ray Thrust	Ring	3000
Mythril Ring	Ring	3400
Aqua Brand	Sword	3600
Battle Ax	Ax	3600
Pointed Hat	Hat	1300
Bridal Gloves	Gloves	1200

STUDENT SUPPLIES CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Kotetsu	Twin Blade	Osafune, Brass, Metal Sphere
Mythril Ring	Ring	Stinger Ring, Brass,Mythril
Gale Staff	Rod	Ruby Wand, Metal Sphere, Black Silver
Aqua Brand	Sword	Hydra Dagger, Brass, White Silver
Aqua Brand	Sword	Steel Sword, Black Silver, Metal Sphere
Pointed Hat	Hat	Beret, Magical Cloth

STUDENT MART

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Lemon Gel	Gel	1000
Orange Gel	Gel	200
Pineapple Gel	Gel	1200
Melange Gel	Gel	500
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Syrup Bottle	Bottle	1000
Holy Bottle	Bottle	200
Dark Bottle	Bottle	200
Magic Lens	Battle Item	10

SUNRISE CAFETERIA

ITEM	TYPE	PRICE
Pork	Meat	120
Beef	Meat	140
Chicken	Meat	120
Tomato	Vegetable	60
Bell Pepper	Vegetable	80
Cucumber	Vegetable	70
Cabbage	Vegetable	60
Lettuce	Vegetable	80
Mushroom	Vegetable	60
Potato	Vegetable	50
Onion	Vegetable	60
Radish	Vegetable	60
Carrot	Vegetable	60
Egg	Misc.	50
Cheese	Misc.	60
Milk	Misc.	50
Seaweed	Misc.	20
Kelp	Misc.	40
Tofu	Misc.	60
Konjac	Misc.	60
Miso	Misc.	60

CAFETERIA

ITEM	TYPE	PRICE
Snapper	Fish	120
Tuna	Fish	100
Cod	Fish	110
Squid	Fish	110
Shrimp	Fish	60
Octopus	Fish	70
Strawberry	Fruit	70
Banana	Fruit	60
Grapes	Fruit	70
Apple	Fruit	60
Lemon	Fruit	60
Peach	Fruit	70
Pear	Fruit	60
Melon	Fruit	100
Pineapple	Fruit	80
Rice	Carbs	80
Barley Rice	Carbs	60
Pasta	Carbs	80
Panyan	Carbs	70
Bread	Carbs	70
Roll	Carbs	70

Mizuho

TOYAMA

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Lemon Gel	Gel	1000
Orange Gel	Gel	200
Pineapple Gel	Gel	1200
Melange Gel	Gel	500
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Mizuho Potion	Bottle	1000
Magic Lens	Battle Item	10
Shiden	Twin Blade	4000
Shuriken	Ring	4000
Spell Card	Card	1350
Card of Water	Card	1600
Card of Earth	Card	2400
Card of Fire	Card	2700
Card of Lightning	Card	3500
Card of Wind	Card	3800
Manji Seal	Charm	10000
Water Spider	Boots	5000
Drain Charm	Charm	4000

TOYAMA CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Kotetsu	Twin Blade	Osafune, Brass, Metal Sphere
Shiden	Twin Blade	Ogre Sword, Black Silver, Metal Sphere
Mythril Ring	Ring	Stinger Ring, Brass, Mythril
Shuriken	Ring	Stinger Ring, Black Silver, Metal Sphere
Gale Staff	Rod	Ruby Wand, Metal Sphere, Black Silver
Aqua Brand	Sword	Hydra Dagger, Brass, White Silver
Aqua Brand	Sword	Steel Sword, Black Silver, Metal Sphere
Assault Dagger	Dagger	Earth Dagger, Black Silver, Brass
Pointed Hat	Hat	Beret, Magical Cloth

Ozette

TRANQUILITY

ITEM	TYPE	PRICE
Breastplate	Armor	3400
Elven Protector	Guard	3000
Silk Cloak	Cloak	3200
Witch's Robe	Robe	2800
Cross Helm	Helmet	2000
Pretty Ribbon	Ribbon	2000
Angel Bracelet	Bracelet	1600
Silk Gloves	Gloves	1600
Drain Charm	Charm	4000

TRANQUILITY CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Shiden	Twin Blade	Ogre Sword, Black Silver, Metal Sphere
Shuriken	Ring	Stinger Ring, Black Silver, Metal Sphere
Gale Staff	Rod	Ruby Wand, Metal Sphere
Aqua Brand	Sword	Hydra Dagger, Brass, White Silver
Aqua Brand	Sword	Steel Sword, Black Silver, Metal Sphere
Assault Dagger	Dagger	Earth Dagger, Black Silver, Brass
Pointed Hat	Hat	Beret, Magical Cloth
Silk Gloves	Gloves	Pretty Mittens, Magical Cloth

NATURE'S KITCHEN

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Lemon Gel	Gel	1000
Orange Gel	Gel	200
Pineapple Gel	Gel	1200
Life Bottle	Bottle	300
Pork	Meat	120
Chicken	Meat	120
Tomato	Vegetable	60
Bell Pepper	Vegetable	80
Cabbage	Vegetable	60
Lettuce	Vegetable	80
Mushroom	Vegetable	60
Potato	Vegetable	50
Onion	Vegetable	60
Carrot	Vegetable	60
Strawberry	Fruit	70
Lemon	Fruit	60
Rice	Carbs	80
Pasta	Carbs	80
Bread	Carbs	70

Flanoir

HAILSTORM (EARLY LIST)

ITEM	TYPE	PRICE
Dragon Tooth	Twin Blade	4800
Shining Star	Kendama	3600
Thunder Scepter	Rod	3200
Card of Ice	Card	4300
Lightning Sword	Sword	4600
Tomahawk Lance	Ax	5000
Power Greaves	Leg Guard	4600
Silver Mail	Armor	4200
Silver Guard	Guard	4000
Elder Cloak	Cloak	3700
Battle Cloak	Cloak	3900
Ancient Robe	Robe	4000
Duel Helm	Helmet	3400
Silver Circlet	Circlet	2000
Beam Shield	Shield	2500

HAILSTORM (LATER LIST)

ITEM	TYPE	PRICE
Angel's Tear	Twin Blade	7600
Toroid	Ring	6600
Northern Lights	Kendama	5400
Rune Staff	Rod	5000
Gladius	Dagger	6400
Asura	Card	6400
Battle Pick	Ax	7000
Rare Plate	Armor	6000
Rare Guard	Guard	11200
Rune Cloak	Cloak	4800
Holy Robe	Robe	4800
Rare Helm	Helmet	4800
Rare Gauntlet	Gauntlet	1800
Holy Circlet	Circlet	7200

HAILSTORM CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Angel's Tear	Twin Blade	Defenser, Metal Sphere, Mythril, White Silver
Toroid	Ring	Solar Spinner, Metal Sphere, Mythril, Metal Sphere
Laser Blade	Sword	Silver Sword, Mythril, Beast Hide, Mystic Herb
Laser Blade	Sword	Gladius, Mythril, Brass, Mermaid's Tear
Battle Pick	Ax	Bardiche, Magical Cloth, Beast Hide, Mystic Herb
Strike Ax	Ax	Mythril Ax, Brass, White Silver, Black Silver
Dragon Fang	Leg Guard	Power Greaves, Magical Cloth, Beast Fang, Black Silver

SNOW WHITE

ITEM	TYPE	PRICE
Poison Charm	Charm	4000
Drain Charm	Charm	4000
Stone Charm	Charm	4000
Paralysis Charm	Charm	4000
Talisman	Charm	8000
Stun Bracelet	Charm	4000
Heal Bracelet	Charm	4000
Spirit Bangle	Charm	4000
Black Onyx	Jewel	25000
Moonstone	Jewel	25000

WINTER HARVEST

ITEM	TYPE	PRICE
Flanoir Potion	Bottle	1000
Juicy Meat	Meat	200
Beef Strips	Meat	80
Mushroom	Vegetable	60
Potato	Vegetable	50
Onion	Vegetable	60
Carrot	Vegetable	60
Rice	Carbs	80
Pasta	Carbs	80
Bread	Carbs	70
White Satay	Misc.	200
Red Satay	Misc.	200
Black Satay	Misc.	200

Altamira

WILD CARD

ITEM	TYPE	PRICE
Elemental Brand	Twin Blade	5200
Defenser	Twin Blade	5000
Lunar Ring	Ring	5000
Shuriken	Ring	4000
Shining Star	Kendama	3600
Ancient Rod	Rod	4200
Thunder Scepter	Rod	3200
Flame Dagger	Dagger	5400
Ice Coffin	Sword	5000
Halberd	Ax	5600
Bardiche	Ax	5200
Bear Claw	Leg Guard	5200
Ghost Shell	Leg Guard	5000

ACES HIGH

ITEM	TYPE	PRICE
Mythril Armor	Armor	4600
Mythril Guard	Guard	10000
Mythril Mesh	Cloak	4200
Mythril Circlet	Circlet	2200
Mythril Shield	Shield	2800
Mythril Gauntlet	Gauntlet	1200
Mythril Bracelet	Bracelet	2000
Cute Mittens	Gloves	1800
Poison Charm	Charm	4000
Drain Charm	Charm	4000
Stone Charm	Charm	4000
Paralysis Charm	Charm	4000
Stun Charm	Charm	4000
Thief's Cape	Cape	3000
Heavy Boots	Boots	3000
Magic Mist	Jewel	6000

FULL HOUSE

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Lemon Gel	Gel	1000
Orange Gel	Gel	200
Pineapple Gel	Gel	1200
Melange Gel	Gel	500
Miracle Gel	Gel	3000
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Miracle Bottle	Bottle	3000
Anti-Magic Bottle	Bottle	1000
Flare Bottle	Bottle	1000
Guard Bottle	Bottle	1000
Acuity Bottle	Bottle	1000
Syrup Bottle	Bottle	1000
Shell Bottle	Bottle	1000
Holy Bottle	Bottle	200
Dark Bottle	Bottle	200

FULL HOUSE CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Elemental Brand	Twin Blade	Kotetsu, Beast Fang, Black Silver, Mystic Herb
Lunar Ring	Ring	Shuriken, Brass, Black Silver, Mythril
Lunar Ring	Ring	Mythril Ring, Brass, Metal Sphere, Mythril
Flame Dagger	Dagger	Assault Dagger, Black Silver,White Silver, Metal Sphere
Halberd	Ax	Crescent Ax, Brass, Metal Sphere
Bear Claw	Leg Guard	Iron Greaves, Brass, Black Silver

TWILIGHT ARMS

ITEM	TYPE	PRICE
Wasier Rapier	Twin Blade	6400
Solar Spinner	Ring	5980
Northern Lights	Kendama	5400
Rune Staff	Rod	5000
Yaksa	Card	5900
Gladius	Dagger	6400
Ether Sword	Sword	6000
War Hammer	Ax	6300
Crystal Shell	Leg Guard	6200

TWILIGHT ARMS CUSTOMIZATION

ITEM	TYPE	REQUIRED ITEMS
Wasier Rapier	Twin Blade	Saint Rapier, Magical Cloth, Mythril, Mermaid's Tear
Solar Spinner	Ring	Mythril Ring, Black Silver, White Silver, Brass
Gladius	Dagger	Flame Dagger, Mythril, Magical Cloth, Metal Sphere
Battle Pick	Ax	Bardiche, Magical Cloth, Beast Hide, Mystic Herb
Crystal Shell	Leg Guard	Mythril Greaves, Mythril, Beast Fang, White Silver
Reflect	Armor	Breastplate, Mythril, White Silver
Solar Guard	Guard	Silver Guard, Mythril
Draupnir	Bracelet	Lapis Bracelet, Metal Sphere, Beast Fang, Beast Hide

TWILIGHT ARMORY

ITEM	TYPE	PRICE
Rune Mail	Armor	5000
Rune Guard	Guard	4800
Rune Cloak	Cloak	4800
Rune Robe	Robe	4400
Rune Helm	Helmet	4000
Rune Hat	Hat	3000
Rune Circlet	Circlet	4600
Rune Shield	Shield	5000
Rune Gauntlet	Gauntlet	3000
Rune Cape	Cape	5600
Rune Boots	Boots	6000

SUNSET SUPPLIES

ITEM	TYPE	PRICE
Apple Gel	Gel	100
Lemon Gel	Gel	1000
Orange Gel	Gel	200
Pineapple Gel	Gel	1200
Melange Gel	Gel	500
Miracle Gel	Gel	3000
Panacea Bottle	Bottle	150
Life Bottle	Bottle	300
Miracle Bottle	Bottle	3000
Anti-Magic Bottle	Bottle	1000
Flare Bottle	Bottle	1000
Guard Bottle	Bottle	1000
Acuity Bottle	Bottle	1000
Syrup Bottle	Bottle	1000
Shell Bottle	Bottle	1000
Holy Bottle	Bottle	200
Dark Bottle	Bottle	200

ALTESSA'S SHOP

ITEM	TYPE	REQUIRED ITEMS
Emerald Ring	Ring	Spirit Symbol, Spirit Bangle x3, Spirit Ring
Faerie Ring	Ring	Moonstone, Emerald Ring x2, Rune Bottle
Holy Ring	Ring	Heal Bracelet, Holy Bottle x10, Mythril
Spirit Ring	Ring	Spirit Bangle, Holy Bottle x10, Mythril
Revive Ring	Ring	Rabbit's Foot, Heal Bracelet, Spirit Bangle, Energy Tablets
Attack Ring	Ring	Brass, Flare Bottle x10, White Silver, Rune Bottle
Defense Ring	Ring	Brass, Guard Bottle x10, Black Silver, Rune Bottle
Magic Ring	Ring	Attack Ring, Defense Ring, Rune Bottle
Thief's Cape	Cape	Leather Cape, Beast Hide, Magical Cloth, Green Quartz
Elven Cape	Cape	Thief's Cape, Magical Cloth x5, Mythril
Aqua Cape	Cape	Rune Cape, Aqua Quartz x3, Blue Quartz x3
Flare Cape	Cape	Rune Cape, Red Quartz x3, Yellow Quartz x3
Thunder Cape	Cape	Rune Cape, Purple Quartz x3, Green Quartz x3
Rune Cape	Cape	Elven Cape, Magical Cloth, White Silver
Elven Boots	Boots	Leather Boots, Magical Cloth x5, Mythril
Water Spider	Boots	Leather Boots, Magical Cloth, Beast Hide, Aqua Quartz
Rune Boots	Boots	Elven Boots, Magical Cloth

Cooking and Food Items

Cooking is another way to recover lost HP and TP, and to cure Status Effects that inhibit combat prowess. Since meals affect all the characters in the party, cooking is a better method of recovery than using most items!

Several requirements must be fulfilled to cook. The party must possess food items to use as ingredients, and the recipe to cook a meal must be understood. The choice of cook is also important, since some characters are better at cooking than others.

Obtaining Food

Defeated enemies often drop food items after a battle. Food can also be purchased in shops at various locations in the world. Check the **Items & Shop Lists** chapter to find the nearest grocer. Another way to grab some good food is to use Presea's Personal EX Skill. This allows you to automatically find food in dungeons—a great skill to have.

Learning New Recipes

At the start of the game, the party knows how to make a Sandwich. Additional recipes are learned by speaking to characters at certain times in certain places in the game. Most recipes are learned by seeking out the Wonder Chef, who disguises himself as various items and hides in plain sight within towns and villages. The Wonder Chef also gives the party the required ingredients. To change recipes, open the Cooking screen of the Main Menu and press the A Button. Scroll down to the new recipe, and press the A Button again to change recipes. The next time the proper ingredients for the recipe are available at the end of a battle, the opportunity to cook becomes available.

Late in the game, make Regal the onscreen character and speak to the cook at the Houses of Guidance in Tethe'alla, as well as the cook near the windmill in Asgard. This is the way to learn the last few recipes on the list. Finally, head to Meltokio after entering Heimdall once Pronyma and Yggdrasill are defeated. Approach the two chefs standing outside the castle doors to obtain the final recipe, as well as the "God of The Kitchen" title for Regal. The tables below list the locations where each recipe can be learned.

Cooking Skill

Each character possesses a natural ability to cook, but some are better at it. To view a character's cooking skill, open the Cooking screen of the Main Menu. Lloyd is the default cook at the beginning of the game, and the default recipe is Sandwich. The stars next to Lloyd's name indicate his potential Sandwich cooking skill. Each time Lloyd successfully prepares a Sandwich, his cooking skill rises. When Lloyd's Sandwich-making skill rises high enough, he gets another gold star. The higher Lloyd's Sandwich skill rises, the less likely that an attempt to cook a Sandwich might fail, and the more additional ingredients are incorporated into the character's cooking. When all Lloyd's Sandwich stars are full, he has mastered making a Sandwich. The same goes for all characters, regarding all recipes.

Choosing a Cook

All characters are capable of cooking. To change cooks, open the Cooking screen and move the cursor up to the character name at the top of the screen. Then press the A Button, and select another character.

Choice of cook is important, because everyone has a different level of inherent skill. For instance, open the menu and change the cook to Genis. Genis has a seven star potential at cooking a Sandwich. This means that he is less likely to fail at making a Sandwich than Lloyd, and will use more additional ingredients. When Genis masters Sandwich making, his Sandwiches restore more HP to the party than Lloyd's do. This is because Genis is inherently better at making Sandwiches than Lloyd or any other character for that matter.

Cooking After Battles

If the proper ingredients for a recipe are on hand, a meal can be cooked at the end of a battle, while the Battle Results screen is displayed. Cooking readiness is indicated when the designated cook's face appears in the lower right corner of the screen. Press the X Button to attempt to cook a meal. If the meal is prepared successfully, the party enjoys the full benefits of the recipe, such as HP recovery, TP recovery or Status Effect cure. If the meal is a failure, the party receives something close to 25% of the usual benefit. As the cook's skill level rises, the effect of the meal increases in potency, and the chance of failure decreases.

Cooking Between Battles

Supper is not just for battles anymore. Meals can be prepared any time the party is "hungry"—if the party did not cook at the end of the most recent battle. Open the cooking menu, select a cook and the appropriate recipe, and press the X Button to cook immediately. Cooking outside of battle has the same chances of failure or success.

Additional Ingredients

Additional ingredients are listed under the main ingredients for each recipe in the side bar. When used to enhance a dish, the effects are greatly enhanced. When purchasing food or preparing to cook, make sure you have everything you need to make the desired recipe.

Additional ingredients listed for a recipe depend on the cook selected and their skill level for that recipe.

FOOD

NAME	DESCRIPTION	TYPE	PRICE
Beef	Meat this tasty only comes from cows raised on wide, green pastures!	Meat	140
Beef Strips	It's cheap, but tasty. Excellent for adventurers with little pocket money.	Meat	80
Chicken	All natural meat from healthy chickens. No additives or preservatives.	Meat	120
Juicy Meat	Tender and juicy, this is the best meat that you can buy.	Meat	200
Pork	The secret to good pork is to have just the right balance of fat and meat.	Meat	120
Cod	A white fish with mild flavor.	Fish	110
Octopus	An eight-legged mollusk that is sometimes referred to as the Sea Devil.	Fish	70
Shrimp	A sea creature with a hard shell and a tender body.	Fish	60
Snapper	It's often called the King of the Sea. Very tasty.	Fish	120
Squid	A ten-legged mollusk that tastes better than it looks.	Fish	110
Tuna	A very popular fish. Especially tasty when caught during winter.	Fish	100
Bell Pepper	A vegetable with a unique aroma. You either like it or don't.	Vegetable	80
Cabbage	A very versatile vegetable. It's delicious raw or steamed.	Vegetable	60
Carrot	A vegetable with a cute shape and color. It tastes sweet when boiled.	Vegetable	60
Cucumber	It turns yellow when heated. Should be eaten while it's green.	Vegetable	70
Lettuce	Vegetable for all types of dishes. The undisputed King of Salad.	Vegetable	80
Mushroom	A fungus. Some are poisonous.	Vegetable	60
Onion	A popular vegetable grown in many places.	Vegetable	60
Potato	There are many ways to prepare it. Try it steamed and salted.	Vegetable	50
Radish	One of many ingredients used in a stew.	Vegetable	60
Tomato	A tasty vegetable either hot or cold. It can also be made into juice or sauce.	Vegetable	60
Amango	A sweet fruit, but hard to eat because of its many seeds.	Fruit	NA
Apple	A crisp and juicy fruit.	Fruit	60
Banana	A fruit wrapped in a yellow peel. It's just waiting to be eaten.	Fruit	60
Grapes	A sweet and tasty fruit. Don't let the juice stain your clothes!	Fruit	70
Kirima	A refreshing fruit with a sweet and sour flavor.	Fruit	NA
Lemon	An extremely sour fruit.	Fruit	60
Melon	A delicious fruit with many varieties.	Fruit	100
Peach	Some cultures believe it's sacred.	Fruit	70
Pear	A very juicy fruit.	Fruit	60
Pineapple	A tropical fruit. Tastes especially good when ripe.	Fruit	80
Strawberry	It is tasty with milk and cream. Makes excellent cake topping.	Fruit	70
Barley Rice	Steamed barley mixed with rice. Cheaper than plain rice.	Carbs	60
Bread	Its aroma is excellent when baked well.	Carbs	70
Panyan	Ethnic dish prepared by drying noodles that are marinated in broth.	Carbs	70
Pasta	A general term for spaghetti, macaroni, etc.	Carbs	80
Rice	Cooked rice. Steaming it to perfection can be difficult.	Carbs	80
Roll	A small bread made by rolling the dough.	Carbs	70
Black Satay	A mysterious spice that adds a bitter flavor.	Misc.	200
Cheese	Made from fermented milk. Not everyone likes its smell.	Misc.	60
Egg	An ingredient in various dishes. Also a high source of protein.	Misc.	50
Kelp	A type of seaweed that contains lots of minerals. Good for your hair.	Misc.	40
Konjac	Prepared by simmering powdered konjac stem and limewater.	Misc.	60
Milk	Milked from a cow. A good source of calcium and good for the bones!	Misc.	50
Miso	A thick paste made from fermented soybeans. Perfect for soups.	Misc.	60
Purple Satay	A mysterious spice used by master chefs as a secret ingredient.	Misc.	200
Red Satay	A mysterious seasoning that adds a touch of spiciness.	Misc.	200
Seaweed	Dried seaweed that's been cut into rectangles.	Misc.	20
Tofu	Made from processed soy beans. Well-known among health nuts.	Misc.	60
White Satay	A mysterious spice that adds a little sweetness.	Misc.	200

RECIPES

RECIPE#	RECIPE	REQUIRED INGREDIENTS	EXTRA INGREDIENTS	LOCATION	OBJECT
01	Sandwich	Bread-type Foods	Lemon, Cucumber, All Meat, All Vegetables, Cheese, Tomato, Fish, Egg, All Fruits	Default Recipe	N/A
02	Risotto	Rice-type Foods, Cheese	Milk, Onion, Mushroom, Carrot, Black Satay	Hima inn	Tea Kettle
03	Ramen	Panyan Noodles, Black Satay, Seaweed	All Meat, Cabbage, Bell Pepper, Egg, Carrot, Mushroom, Onion, Miso, Squid, Octopus, Shrimp, Kelp	Mizuho Chief's Hut	Animal Trap
04	Spaghetti	Noodle-type Foods, Onion, Tomato	All Meat, Bell Pepper, Mushroom, Cheese, Lemon	Altamira hotel 4F	Green Pumpkin
05	Cabbage Roll	Cabbage, Pork	Tomato, Onion, Mushroom, Cheese, Black Satay	Triet inn 2F	Turtle Shell Lamp
06	Fruit Cocktail	All Fruit x2	All Fruit x3, White Satay	Zelos' House	Present
07	Tenderloin	Meat-type Foods, Onion, Tomato	Bell Pepper, Mushroom, Cabbage, Black Satay, Lemon, Carrot, Potato	Ozette inn	Parakeet
08	Shortcake	All Fruit, Egg, Milk	All Fruit x2, White Satay	Exire, Katz Team house	Rheaird Model
09	Rice Ball	Rice-type Foods	All Meat, Seaweed, White Satay, Radish, Tuna, Miso	Izoold house	Pelican Carving
10	Fried Rice	Rice-type Foods, Egg	Meat-type Foods, Bell Pepper, Black Satay, Carrot, Onion	Sybak library	Magazine rack
11*	Curry	Rice-type Foods, Onion, Red Satay	Meat-type Foods, Potato, Carrot, Mushroom, Pineapple, Egg, Apple	Altessa's House	Tabatha
12	Miso Stew	Miso, Kelp, Egg	Radish, Konjac, Meat-type Foods, Red Satay, Potato	Dirk's House	Firebird Carving
13	Omelet	Rice-type Foods, Egg	Onion, Pork, Lemon, Cheese, Beef, Chicken	Palmacosta academy	Ball Basket
14	Steak	Meat-type Foods, Onion	Cheese, Carrot, Rice, Black Satay, Lemon, Radish, Tomato, Mushroom	Meltokio weaponshop	Good Luck Cat
15	Quiche	Egg, Meat-type Foods	Mushroom, Shrimp, Cheese, Kelp, Onion, Lemon	Flanoir church	Wood Block
16	Cream Stew	Milk, Onion, Carrot	Meat-type Foods, Potato, Mushroom, Black Satay, Rice, Cheese	Heimdall Elder's house	Painting
17	Meat Stew	Meat-type Foods, Kelp	Radish, Onion, Tofu, Carrot, Noodles, Black Satay, Rice	Asgard Linar's home	Phonograph
18	Seafood Stew	Fish-type Foods, Kelp	Radish, Onion, Tofu, Carrot, Black Satay, Rice, Noodles	Luin tool shop	Huge Pig-Bat
19	Gratin	Cheese, Pasta, Milk	Meat-type Foods, Egg, Potato, Shrimp, Squid, Bread, Mushroom, Lemon, Carrot	Ozette: After Tethe'alla Base	Bear Carving
20	Pescatore	Pasta, Fish-type Foods, Tomato	Shrimp, Squid, Octopus, Cheese	Latheon Gorge, shack	Turtle-Rabbit
21**	Pork Cutlets	Pork, Bread-type Foods, Egg	All Vegetables, Rice, Tomato, Purple Satay, Carrot, Lemon,	House of Guidance (Meltokio)	Cook
22**	Potato Salad	Potato, All Vegetables, Purple Satay	Cucumber, Egg, Tomato, Onion, Carrot, Mushroom, Lemon	House of Guidance (Heimdall)	Cook
23***	Beef Stew	All Meat, Tomato, Purple Satay	Potato, Carrot, Onion, Apple, Rice, Mushroom	Meltokio	Outside castle
24**	Paella	Rice-type Foods, All Fish, Purple Satay	Tomato, Onion, Bell Pepper, Fish, Lemon	Asgard	Cook near windmill

*Recipe 11 learned from Tabatha in Altessa's House after clearing Tethe'Alla Base.

**Recipes 21, 22, and 24 taught by the cook if Regal is the onscreen character, after Heimdall's destruction.

***Cooking battle event outside the Meltokio Castle, after defeating Pronyma and Yggdrasill, then visiting Heimdall.

1 TORENT

HP	7480
TP	NA
Exp	228
Gald	321
Atk	1030
Def	90
Dropped	Apple Gel, Apple
Stolen	Apple
Weak VS	
Strong VS	
Location	Torent Forest
Notes	

2 ORCROT

HP	6390
TP	NA
Exp	183
Gald	382
Atk	856
Def	79
Dropped	Red Bellebane
Stolen	
Weak VS	
Strong VS	
Location	Ymir Forest
Notes	

3 MARCROID

HP	1850
TP	200
Exp	63
Gald	83
Atk	280
Def	32
Dropped	Melange Gel, Mushroom
Stolen	
Weak VS	
Strong VS	
Location	Palmacosta Area
Notes	

4 MINICOID

HP	470
TP	NA
Exp	8
Gald	13
Atk	140
Def	8
Dropped	Apple Gel, Mushroom
Stolen	Orange Gel
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

5 TENTACLE PLANT

HP	500
TP	NA
Exp	18
Gald	25
Atk	150
Def	12
Dropped	Lettuce, Cabbage
Stolen	
Weak VS	
Strong VS	
Location	Izoold Area
Notes	

6 MOCKING PLANT

HP	5980
TP	NA
Exp	198
Gald	200
Atk	850
Def	94
Dropped	Cabbage, Cucumber
Stolen	
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

7 MANDRAGORA

HP	870
TP	NA
Exp	31
Gald	36
Atk	247
Def	19
Dropped	Cabbage
Stolen	Cabbage
Weak VS	
Strong VS	
Location	Izoold Area
Notes	

8 ALRAUNE

HP	8330
TP	100
Exp	258
Gald	331
Atk	1070
Def	99
Dropped	Red Savory, Radish
Stolen	
Weak VS	
Strong VS	
Location	Torent Forest
Notes	

9 INSECT PLANT

HP	2990
TP	NA
Exp	72
Gald	260
Atk	448
Def	21
Dropped	Melange Gel
Stolen	Melange Gel
Weak VS	
Strong VS	
Location	Luin Area Forest
Notes	

10 CARNIVOROUS PLANT

HP	19250
TP	NA
Exp	534
Gald	860
Atk	1190
Def	100
Dropped	Red Sage
Stolen	
Weak VS	
Strong VS	
Location	Torent Forest
Notes	

11 BOMB PLANT

HP	6800
TP	NA
Exp	176
Gald	289
Atk	930
Def	93
Dropped	Mushroom, Lavender
Stolen	
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

12 BOMB SEEDLING

HP	4180
TP	NA
Exp	168
Gald	188
Atk	890
Def	48
Dropped	Mushroom
Stolen	
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

13 PUMPKIN TREE

HP	2860
TP	NA
Exp	83
Gald	137
Atk	490
Def	40
Dropped	Lemon Gel, Onion
Stolen	Lemon Gel
Weak VS	
Strong VS	
Location	Gaoracchia Forest
Notes	

14 BELLPEPPER HEAD

HP	8130
TP	NA
Exp	268
Gald	310
Atk	1100
Def	87
Dropped	Mystic Herb, Bell Pepper
Stolen	Mystic Herb
Weak VS	
Strong VS	
Location	Torent Forest
Notes	

15 BOXER IRIS

HP	3380
TP	150
Exp	98
Gald	183
Atk	545
Def	42
Dropped	Bellebane, Cucumber
Stolen	
Weak VS	
Strong VS	
Location	Gaoracchia Forest
Notes	

16 EVIL ORCHID

HP	7200
TP	NA
Exp	220
Gald	283
Atk	950
Def	97
Dropped	Grapes
Stolen	
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

17 POISON LILY

HP	6350
TP	NA
Exp	183
Gald	286
Atk	836
Def	82
Dropped	Red Lavender
Stolen	
Weak VS	
Strong VS	
Location	Latheon Gorge
Notes	

18 WOLF

HP	410
TP	NA
Exp	8
Gald	13
Atk	130
Def	8
Dropped	Beef Strips
Stolen	Beast Fang
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

19 NIGHT RAID

HP	1980
TP	NA
Exp	62
Gald	100
Atk	396
Def	31
Dropped	Beast Hide, Pork
Stolen	Beast Fang
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

20 BEAR

HP	1200
TP	NA
Exp	28
Gald	29
Atk	261
Def	21
Dropped	Beast Fang, Beast Hide
Stolen	Beast Hide
Weak VS	
Strong VS	
Location	Ossa Trail
Notes	

21 EGG BEAR

HP	2820
TP	NA
Exp	76
Gald	121
Atk	450
Def	37
Dropped	Beef Strips, Juicy Meat
Stolen	Beast Fang
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

22 RABBIT

HP	380
TP	38
Exp	6
Gald	11
Atk	139
Def	8
Dropped	Carrot, Beast Hide
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

23 HARE

HP	1860
TP	NA
Exp	58
Gald	72
Atk	362
Def	23
Dropped	Pork
Stolen	Beast Hide
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

24 BIGFOOT

HP	6120
TP	38
Exp	137
Gald	238
Atk	712
Def	65
Dropped	Life Bottle, Tofu
Stolen	
Weak VS	
Strong VS	
Location	Temple of Ice
Notes	AA Ice

25 SIDEWINDER

HP	600
TP	38
Exp	13
Gald	12
Atk	219
Def	3
Dropped	Egg
Stolen	
Weak VS	
Strong VS	
Location	Triet Area
Notes	

26 VIOLENT VIPER

HP	2840
TP	NA
Exp	73
Gald	131
Atk	390
Def	45
Dropped	Egg, Chicken
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

27 MANTICORE

HP	4540
TP	320
Exp	168
Gald	313
Atk	764
Def	70
Dropped	Lemon Gel
Stolen	Lemon Gel
Weak VS	
Strong VS	
Location	Temple of Darkness
Notes	

28 CHIMAERA

HP	2680
TP	180
Exp	67
Gald	111
Atk	418
Def	37
Dropped	Rune Bottle, Beef
Stolen	Rune Bottle
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

29 LOBO

HP	7800
TP	260
Exp	137
Gald	238
Atk	709
Def	73
Dropped	Beast Hide, Super Pellets
Stolen	Super Pellets
Weak VS	
Strong VS	
Location	Temple of Ice
Notes	AA Ice

30 SASQUATCH

HP	9800
TP	NA
Exp	232
Gald	348
Atk	1300
Def	132
Dropped	Juicy Meat
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

31 BOAR

HP	6840
TP	NA
Exp	205
Gald	333
Atk	891
Def	82
Dropped	Pork, Milk
Stolen	
Weak VS	
Strong VS	
Location	Ymir Forest
Notes	

32 BABY BOAR

HP	3760
TP	NA
Exp	168
Gald	158
Atk	799
Def	37
Dropped	Pork
Stolen	
Weak VS	
Strong VS	
Location	Ymir Forest
Notes	

33 BASILISK

HP	3100
TP	NA
Exp	100
Gald	180
Atk	504
Def	43
Dropped	Beef, Pellets
Stolen	
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	AA Earth

34 SEWER RAT

HP	2760
TP	NA
Exp	78
Gald	99
Atk	335
Def	35
Dropped	Cheese
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

35 SEWER RAT

HP	4800
TP	NA
Exp	93
Gald	100
Atk	470
Def	39
Dropped	Cheese
Stolen	Cheese
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

36 ARMABOAR

HP	8300
TP	NA
Exp	315
Gald	334
Atk	949
Def	120
Dropped	Juicy Meat
Stolen	
Weak VS	
Strong VS	
Location	Ymir Forest
Notes	

37 ZOMBIE

HP	800
TP	NA
Exp	8
Gald	12
Atk	130
Def	0
Dropped	Apple Gel, Black Quartz
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	AA Dark

38 GHOUL

HP	2860
TP	NA
Exp	79
Gald	128
Atk	499
Def	34
Dropped	Super Pellets
Stolen	Super Pellets
Weak VS	
Strong VS	
Location	Gaoracchia Forest
Notes	

39 DEMON

HP	3330
TP	130
Exp	99
Gald	158
Atk	462
Def	40
Dropped	Melange Gel, Brass
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	AA Dark

40 ARCH DEMON

HP	9800
TP	NA
Exp	291
Gald	381
Atk	1150
Def	158
Dropped	Miracle Gel
Stolen	
Weak VS	
Strong VS	
Location	Forbidden Anamnesis
Notes	AA Dark

41 SKELETON

HP	2190
TP	NA
Exp	53
Gald	68
Atk	370
Def	12
Dropped	Apple Gel
Stolen	Ring Mail
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	AA Dark

42 GOLD SKELETON

HP	3950
TP	NA
Exp	108
Gald	213
Atk	615
Def	55
Dropped	Melange Gel, Yellow Quartz
Stolen	Melange Gel
Weak VS	
Strong VS	
Location	Temple of Lightning
Notes	AA Dark

43 UNDERTAKER

HP	2440
TP	NA
Exp	95
Gald	168
Atk	480
Def	43
Dropped	Pineapple Gel, Rune Bottle
Stolen	Rune Bottle
Weak VS	
Strong VS	
Location	Gaoracchia Forest
Notes	AA Dark

44 COFFINMASTER

HP	3750
TP	200
Exp	158
Gald	226
Atk	738
Def	68
Dropped	Pineapple Gel, Sage
Stolen	
Weak VS	
Strong VS	
Location	Temple of Darkness
Notes	AA Dark

45 LIVING ARMOR

HP	120,000
TP	NA
Exp	13000
Gald	25000
Atk	3750
Def	410
Dropped	Persian Boots
Stolen	
Weak VS	
Strong VS	
Location	Forbidden Anamnesis
Notes	AA Dark

46 SPECTER

HP	2000
TP	NA
Exp	63
Gald	95
Atk	372
Def	20
Dropped	Black Quartz
Stolen	
Weak VS	
Strong VS	
Location	Tower of Mana
Notes	

47 PHANTASM

HP	8800
TP	450
Exp	245
Gald	331
Atk	1080
Def	106
Dropped	
Stolen	
Weak VS	
Strong VS	and Physical
Location	Derris Kharlan
Notes	

48 DEATH

HP	6880
TP	380
Exp	231
Gald	218
Atk	1030
Def	110
Dropped	Lemon Gel/ Pineapple Gel
Stolen	
Weak VS	
Strong VS	
Location	Derris Kharlan
Notes	AA Dark

49 GRIM REAPER

HP	1980
TP	100
Exp	68
Gald	100
Atk	293
Def	18
Dropped	Apple Gel, Kirima
Stolen	Black Quartz
Weak VS	
Strong VS	
Location	Tower of Mana
Notes	AA Dark

50 GHOST

HP	500
TP	NA
Exp	10
Gald	9
Atk	128
Def	1
Dropped	Apple Gel, Panacea Bottle
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

51 PHANTOM

HP	2300
TP	400
Exp	92
Gald	168
Atk	456
Def	35
Dropped	Black Silver, Panacea Bottle
Stolen	
Weak VS	
Strong VS	
Location	Gaoracchia Forest
Notes	

52 LAMIA

HP	3630
TP	290
Exp	99
Gald	201
Atk	557
Def	53
Dropped	Apple Gel, Orange Gel
Stolen	Orange Gel
Weak VS	
Strong VS	
Location	Temple of Lightning
Notes	AA Lightning

53 MEDUSA

HP	7800
TP	680
Exp	268
Gald	318
Atk	1025
Def	138
Dropped	Panacea Bottle
Stolen	Panacea Bottle
Weak VS	
Strong VS	
Location	Forbidden Anamnesis
Notes	

54 DOOM GUARD

HP	8800
TP	250
Exp	268
Gald	158
Atk	1150
Def	115
Dropped	Black Quartz
Stolen	Miracle Gel
Weak VS	
Strong VS	
Location	Derris Kharlan
Notes	AA Dark

55 PHANTOM KNIGHT

HP	9750
TP	NA
Exp	278
Gald	316
Atk	1175
Def	120
Dropped	Miracle Gel
Stolen	Rare Pellets
Weak VS	
Strong VS	
Location	Derris Kharlan
Notes	

56 HELL KNIGHT

HP	88000
TP	9800
Exp	11000
Gald	30000
Atk	2500
Def	325
Dropped	Force Ring
Stolen	
Weak VS	
Strong VS	
Location	Forbidden Anamnesis
Notes	AA Dark

57 SAMAEL

HP	8250
TP	1200
Exp	248
Gald	398
Atk	1080
Def	85
Dropped	Spirit Bottle, Fine Pellets
Stolen	Spirit Bottle
Weak VS	
Strong VS	
Location	Derris Kharlan
Notes	

58 PHARAOH KNIGHT

HP	5620
TP	NA
Exp	161
Gald	294
Atk	814
Def	76
Dropped	Anti-Magic Bottle, Miracle Bottle
Stolen	Miracle Bottle
Weak VS	
Strong VS	
Location	Temple of Darkness
Notes	AA Dark

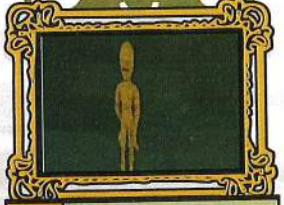
59 GOLEM

HP	1210
TP	NA
Exp	32
Gald	45
Atk	150
Def	12
Dropped	Apple Gel, Yellow Quartz
Stolen	Yellow Quartz
Weak VS	
Strong VS	
Location	Martel Temple
Notes	

60 ROCK GOLEM

HP	5520
TP	NA
Exp	103
Gald	189
Atk	596
Def	49
Dropped	Melange Gel, Guard Bottle
Stolen	Guard Bottle
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	

61 CLAY GOLEM



HP	4730
TP	150
Exp	112
Gald	270
Atk	758
Def	51
Dropped	Yellow Quartz, Super Pellets
Stolen	
Weak VS	
Strong VS	
Location	Temple of Earth
Notes	

62 GENTLEMAN

HP	8000
TP	200
Exp	146
Gald	765
Atk	780
Def	70
Dropped	Miracle Gel
Stolen	Miracle Gel
Weak VS	
Strong VS	
Location	Altamira Area Plains
Notes	

63 LIVING DOLL

HP	1790
TP	100
Exp	38
Gald	64
Atk	232
Def	20
Dropped	Energy Tablets, Milk
Stolen	
Weak VS	
Strong VS	
Location	Tower of Mana
Notes	

64 EVIL TEDDY

HP	7800
TP	800
Exp	287
Gald	483
Atk	1250
Def	230
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Coliseum
Notes	

65 LIVING SWORD

HP	1000
TP	38
Exp	60
Gald	96
Atk	340
Def	35
Dropped	White Silver
Stolen	White Silver
Weak VS	
Strong VS	
Location	Tower of Mana
Notes	

66 MELTING POT

HP	1480
TP	NA
Exp	47
Gald	71
Atk	293
Def	10
Dropped	Panacea Bottle
Stolen	
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	

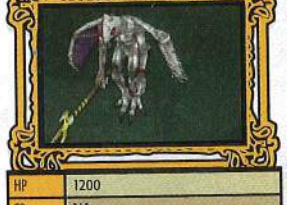
67 BROWN POT

HP	810
TP	NA
Exp	14
Gald	21
Atk	190
Def	10
Dropped	Apple Gel, Panacea Bottle
Stolen	
Weak VS	
Strong VS	
Location	Triet Ruins
Notes	

68 FIRE ELEMENT

HP	380
TP	120
Exp	17
Gald	22
Atk	75
Def	30
Dropped	Red Quartz
Stolen	
Weak VS	
Strong VS	
Location	Triet Ruins
Notes	AA Fire

69 GARGOYLE



HP	1200
TP	NA
Exp	52
Gald	92
Atk	348
Def	52
Dropped	Life Bottle, White Silver
Stolen	Black Silver
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	

70 NEVIROS

HP	2970
TP	150
Exp	123
Gald	217
Atk	621
Def	65
Dropped	Lemon Gel, Saffron
Stolen	
Weak VS	
Strong VS	
Location	Temple of Earth
Notes	AA Lightning

71 ICE WARRIOR

HP	4320
TP	NA
Exp	138
Gald	231
Atk	668
Def	59
Dropped	Blue Quartz, Beef
Stolen	Blue Quartz
Weak VS	
Strong VS	
Location	Temple of Ice
Notes	AA Ice

72 FIRE WARRIOR

HP	1100
TP	NA
Exp	24
Gald	25
Atk	215
Def	15
Dropped	Magic Lens, Red Quartz
Stolen	Red Quartz
Weak VS	
Strong VS	
Location	Triet Ruins
Notes	AA Fire

73 THUNDER SWORD

HP	2180
TP	NA
Exp	118
Gald	210
Atk	625
Def	51
Dropped	Brass
Stolen	Brass
Weak VS	
Strong VS	
Location	Temple of Lightning
Notes	AA Lightning

74 FAKE

HP	400
TP	50
Exp	30
Gald	25
Atk	280
Def	250
Dropped	All-Divide
Stolen	All-Divide
Weak VS	
Strong VS	
Location	Hidden in chests
Notes	Use Magic to defeat

75 WATER ELEMENT

HP	1190
TP	120
Exp	32
Gald	68
Atk	300
Def	20
Dropped	Aqua Quartz, Pellets
Stolen	Aqua Quartz
Weak VS	
Strong VS	
Location	Thoda Geyser
Notes	AA Water

76 WIND ELEMENT

HP	1680
TP	120
Exp	58
Gald	84
Atk	300
Def	30
Dropped	Green Quartz, Apple Gel
Stolen	
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	AA Wind

77 EARTH ELEMENT

HP	3680
TP	120
Exp	120
Gald	182
Atk	590
Def	58
Dropped	Yellow Quartz
Stolen	Yellow Quartz
Weak VS	
Strong VS	
Location	Temple of Earth
Notes	AA Earth

78 HAMMER KNUCKLE

HP	6000
TP	500
Exp	215
Gald	483
Atk	910
Def	95
Dropped	Brass
Stolen	Brass
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

79 MURDER

HP	7750
TP	800
Exp	228
Gald	318
Atk	940
Def	100
Dropped	Metal Sphere
Stolen	Metal Sphere
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

80 PERFECT MURDER

HP	11130
TP	2000
Exp	231
Gald	685
Atk	970
Def	105
Dropped	Mythril
Stolen	Mythril
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

81 RAYBIT

HP	655
TP	10
Exp	18
Gald	30
Atk	120
Def	15
Dropped	White Silver
Stolen	
Weak VS	
Strong VS	
Location	Sylvarant Base
Notes	

82 CYBIT

HP	4000
TP	NA
Exp	135
Gald	382
Atk	900
Def	20
Dropped	Orange Gel, Apple Gel
Stolen	Melange Gel
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

83 THIEF

HP	980
TP	NA
Exp	19
Gald	35
Atk	204
Def	15
Dropped	Magical Cloth, Rice
Stolen	
Weak VS	
Strong VS	
Location	Izoold Area
Notes	

84 ROGUE

HP	2000
TP	38
Exp	85
Gald	102
Atk	400
Def	30
Dropped	Magical Cloth, Miso
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

85 SOLDIER

HP	1630
TP	NA
Exp	31
Gald	80
Atk	280
Def	30
Dropped	Lid Shield, Rice
Stolen	Pasta
Weak VS	
Strong VS	
Location	Palmacosta Area
Notes	

86 DUELIST

HP	5230
TP	NA
Exp	191
Gald	343
Atk	820
Def	81
Dropped	Barley Rice, Lid Shield
Stolen	
Weak VS	
Strong VS	
Location	Heimdall Area
Notes	

87 WARRIOR

HP	2800
TP	NA
Exp	58
Gald	83
Atk	410
Def	42
Dropped	Panyan, Barley Rice
Stolen	
Weak VS	
Strong VS	
Location	Luin Area
Notes	

88 HEAVY ARMOR

HP	5500
TP	NA
Exp	194
Gald	280
Atk	816
Def	91
Dropped	Panyan
Stolen	
Weak VS	
Strong VS	
Location	Heimdall Area
Notes	

89 DRAGON RIDER

HP	2680
TP	NA
Exp	68
Gald	91
Atk	425
Def	37
Dropped	Barley Rice, Pasta
Stolen	
Weak VS	
Strong VS	
Location	Luin Area
Notes	

90 ARCHER

HP	1050
TP	NA
Exp	24
Gald	25
Atk	232
Def	19
Dropped	Roll
Stolen	Magic Lens
Weak VS	
Strong VS	
Location	Izoold Area
Notes	

91 RANGER

HP	2120
TP	NA
Exp	89
Gald	168
Atk	482
Def	43
Dropped	Rice
Stolen	
Weak VS	
Strong VS	
Location	Gaoracchia Forest Area
Notes	

92 WITCH

HP	980
TP	250
Exp	28
Gald	32
Atk	100
Def	15
Dropped	Orange Gel, Bread
Stolen	Orange Gel
Weak VS	
Strong VS	
Location	Izoold Area
Notes	

93 SORCERESS

HP	1980
TP	250
Exp	89
Gald	100
Atk	312
Def	37
Dropped	Orange Gel, Bread
Stolen	Orange Gel
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

94 SORCERER

HP	2200
TP	300
Exp	58
Gald	43
Atk	300
Def	35
Dropped	Shell Bottle, Magic Lens
Stolen	
Weak VS	
Strong VS	
Location	Luin Area
Notes	

95 DRUID

HP	3810
TP	420
Exp	168
Gald	231
Atk	758
Def	70
Dropped	Savory, Fine Pellets
Stolen	
Weak VS	
Strong VS	
Location	Temple of Darkness
Notes	

96 OGRE

HP	3120
TP	NA
Exp	83
Gald	99
Atk	453
Def	30
Dropped	Beef, Pork
Stolen	
Weak VS	
Strong VS	
Location	Luin Area
Notes	

97 BEAST OGRE

HP	3420
TP	NA
Exp	83
Gald	99
Atk	578
Def	43
Dropped	Beef, Pork
Stolen	
Weak VS	
Strong VS	
Location	Gaoracchia Forest Area
Notes	

98 WHIP MASTER

HP	570
TP	10
Exp	14
Gald	10
Atk	120
Def	10
Dropped	Apple Gel
Stolen	Apple Gel
Weak VS	
Strong VS	
Location	Sylvarant Base
Notes	

99 BOWMAN

HP	480
TP	10
Exp	50
Gald	40
Atk	130
Def	20
Dropped	Orange Gel
Stolen	Orange Gel
Weak VS	
Strong VS	
Location	Sylvarant Base
Notes	

100 SPEARMAN

HP	800
TP	10
Exp	33
Gald	54
Atk	130
Def	20
Dropped	Melange Gel
Stolen	Melange Gel
Weak VS	
Strong VS	
Location	Sylvarant Base
Notes	

101 FOOT SOLDIER

HP	600
TP	38
Exp	15
Gald	20
Atk	130
Def	10
Dropped	Apple Gel
Stolen	Apple Gel
Weak VS	
Strong VS	
Location	Sylvarant Base
Notes	

102 COMMANDER

HP	4800
TP	150
Exp	123
Gald	184
Atk	598
Def	63
Dropped	Pineapple Gel
Stolen	
Weak VS	
Strong VS	
Location	Tethe'alla Base
Notes	

103 CARDINAL KNIGHT

HP	4900
TP	150
Exp	380
Gald	200
Atk	530
Def	30
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

104 COMMANDER KNIGHT

HP	6900
TP	100
Exp	490
Gald	3500
Atk	710
Def	50
Dropped	Energy Tablets
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

105 EVIL WARRIOR

HP	3000
TP	NA
Exp	64
Gald	51
Atk	420
Def	20
Dropped	Lemon Gel
Stolen	Lemon Gel
Weak VS	
Strong VS	
Location	Tethe'alla Base
Notes	

106 CONVICT

HP	6300
TP	300
Exp	300
Gald	150
Atk	645
Def	33
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

107 EVIL SORCERER

HP	1250
TP	38
Exp	10
Gald	20
Atk	160
Def	18
Dropped	Melange Gel
Stolen	Melange Gel
Weak VS	
Strong VS	
Location	Sylvarant Base
Notes	

108 ANGEL SPEARMAN

HP	7750
TP	150
Exp	236
Gald	348
Atk	970
Def	105
Dropped	Lemon Gel
Stolen	
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

109 ANGEL SWORDIAN

HP	7480
TP	130
Exp	236
Gald	335
Atk	1040
Def	105
Dropped	Pineapple Gel
Stolen	
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

110 ANGEL COMMANDER

HP	8130
TP	380
Exp	240
Gald	290
Atk	1000
Def	106
Dropped	Miracle Gel
Stolen	
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

111 ANGEL ARCHER

HP	7250
TP	142
Exp	198
Gald	258
Atk	954
Def	98
Dropped	Life Bottle
Stolen	
Weak VS	
Strong VS	
Location	Tower of Salvation
Notes	

112 HAWK

HP	480
TP	NA
Exp	9
Gald	18
Atk	115
Def	6
Dropped	Chicken, Egg
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

113 STORM CLAW

HP	4440
TP	NA
Exp	199
Gald	301
Atk	748
Def	73
Dropped	Lemon Gel
Stolen	Rune Bottle
Weak VS	
Strong VS	
Location	Ymir Forest
Notes	

114 AXE BEAK

HP	780
TP	38
Exp	21
Gald	23
Atk	218
Def	15
Dropped	Chicken, Lemon
Stolen	
Weak VS	
Strong VS	
Location	Izoold Area
Notes	

115 DODO

HP	4980
TP	NA
Exp	181
Gald	280
Atk	845
Def	78
Dropped	Chicken, Egg
Stolen	Egg
Weak VS	
Strong VS	
Location	Ymir Forest
Notes	

116 HARPY

HP	1950
TP	100
Exp	51
Gald	99
Atk	358
Def	21
Dropped	Chicken, Green Quartz
Stolen	Magic Lens
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	

117 FEATHER MAGIC

HP	3580
TP	68
Exp	138
Gald	225
Atk	603
Def	58
Dropped	Orange Gel, Egg
Stolen	
Weak VS	
Strong VS	
Location	Temple of Ice
Notes	

118 FIRE BIRD

HP	910
TP	NA
Exp	15
Gald	22
Atk	150
Def	8
Dropped	Red Quartz, Life Bottle
Stolen	Life Bottle
Weak VS	
Strong VS	
Location	Triet Ruins
Notes	

119 LIGHTNING BIRD

HP	2530
TP	100
Exp	92
Gald	182
Atk	444
Def	41
Dropped	Purple Quartz
Stolen	
Weak VS	
Strong VS	
Location	Temple of Lightning
Notes	AA Lightning

120 PENGUINIST

HP	3680
TP	145
Exp	119
Gald	210
Atk	525
Def	43
Dropped	Penguinist Quill
Stolen	Penguinist Quill
Weak VS	
Strong VS	
Location	Flanoir Area
Notes	AA Ice

121 PENGUINER

HP	3990
TP	NA
Exp	141
Gald	21
Atk	645
Def	85
Dropped	Mizuho Potion, Palma Potion
Stolen	
Weak VS	
Strong VS	
Location	Katz' Village Area
Notes	

122 BLACK BAT

HP	2200
TP	100
Exp	78
Gald	121
Atk	450
Def	29
Dropped	Chicken, Fine Pellets
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

123 COCKATRICE

HP	2420
TP	NA
Exp	68
Gald	98
Atk	420
Def	35
Dropped	Apple Gel, Chicken
Stolen	Chicken
Weak VS	
Strong VS	
Location	Luin Area
Notes	

124 RED BAT

HP	2300
TP	120
Exp	93
Gald	168
Atk	450
Def	39
Dropped	Beast Fang
Stolen	Energy Tablets
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	

125 GIANT BEE

HP	320
TP	NA
Exp	5
Gald	9
Atk	130
Def	0
Dropped	Panacea Bottle, Acuity Bottle
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

126 KILLER BEE

HP	4780
TP	NA
Exp	192
Gald	280
Atk	881
Def	76
Dropped	Life Bottle, Red Saffron
Stolen	
Weak VS	
Strong VS	
Location	Ymir Forest
Notes	

127 SCORPION

HP	630
TP	NA
Exp	14
Gald	21
Atk	172
Def	11
Dropped	Panacea Bottle
Stolen	Panacea Bottle
Weak VS	
Strong VS	
Location	Triet Area
Notes	

128 SCARLET NEEDLE

HP	2480
TP	NA
Exp	90
Gald	193
Atk	505
Def	46
Dropped	Anti-Magic Bottle
Stolen	Anti-Magic Bottle
Weak VS	
Strong VS	
Location	Heimdall Area
Notes	

129 WOODS WORM

HP	1790
TP	NA
Exp	34
Gald	48
Atk	285
Def	15
Dropped	Melon
Stolen	
Weak VS	
Strong VS	
Location	Palmacosta Area
Notes	

130 TROPICAL WORM

HP	2970
TP	NA
Exp	78
Gald	148
Atk	485
Def	42
Dropped	Apple Gel, Mystic Herb
Stolen	
Weak VS	
Strong VS	
Location	Gaoracchia Forest
Notes	

131 SAND WORM

HP	13,500
TP	NA
Exp	999
Gald	5800
Atk	2500
Def	250
Dropped	All-Divide
Stolen	All-Divide
Weak VS	
Strong VS	
Location	Triet Area
Notes	

132 SLIVER

HP	12,000
TP	NA
Exp	780
Gald	891
Atk	1900
Def	250
Dropped	Rune Bottle
Stolen	Rune Bottle
Weak VS	
Strong VS	
Location	Flanoir Area Snow Plains
Notes	

133 MANTIS

HP	3800
TP	NA
Exp	138
Gald	159
Atk	620
Def	58
Dropped	Lemon Gel
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

134 RED MANTIS

HP	2780
TP	NA
Exp	92
Gald	180
Atk	520
Def	43
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Heimdall Area
Notes	

135 SPIDER

HP	460
TP	NA
Exp	10
Gald	13
Atk	120
Def	7
Dropped	Magic Lens, Apple Gel
Stolen	Panacea Bottle
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

136 ARACHNID

HP	1870
TP	NA
Exp	38
Gald	77
Atk	320
Def	31
Dropped	Onion
Stolen	Shell Bottle
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	

137 GIANT BEETLE

HP	1110
TP	NA
Exp	31
Gald	58
Atk	272
Def	20
Dropped	Kirima, Cabbage
Stolen	Cabbage
Weak VS	
Strong VS	
Location	Palmacosta Area
Notes	

138 GOLD BEETLE

HP	2380
TP	NA
Exp	70
Gald	150
Atk	479
Def	40
Dropped	Lemon Gel, Onion
Stolen	Onion
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

139 GRASSHOPPER

HP	1480
TP	NA
Exp	28
Gald	63
Atk	247
Def	21
Dropped	Apple Gel
Stolen	
Weak VS	
Strong VS	
Location	Palmacosta Area
Notes	

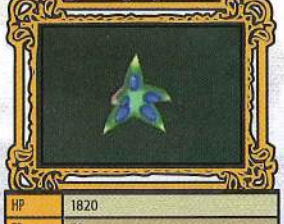
140 ICE SPIDER

HP	3780
TP	NA
Exp	119
Gald	250
Atk	617
Def	62
Dropped	Magic Lens, Blue Quartz
Stolen	
Weak VS	
Strong VS	
Location	Flanoir Area
Notes	

141 DEATHSEEKER

HP	5880
TP	NA
Exp	186
Gald	318
Atk	881
Def	93
Dropped	Panacea Bottle, Amango
Stolen	Panacea Bottle
Weak VS	
Strong VS	
Location	Latheon Gorge
Notes	

142 STARFISH



HP	1820
TP	38
Exp	28
Gald	56
Atk	230
Def	25
Dropped	Kelp, Magic Lens
Stolen	
Weak VS	
Strong VS	
Location	Thoda Geyser
Notes	AA Water

143 SUPER STAR

HP	2100
TP	NA
Exp	69
Gald	110
Atk	440
Def	35
Dropped	Flare Bottle, Shrimp
Stolen	
Weak VS	
Strong VS	
Location	Izoold Area
Notes	AA Water

144 TORTOISE

HP	2800
TP	NA
Exp	56
Gald	82
Atk	381
Def	20
Dropped	Syrup Bottle, Tuna
Stolen	
Weak VS	
Strong VS	
Location	Luin Area
Notes	AA Water

145 CRUSH TORTOISE

HP	9400
TP	NA
Exp	203
Gald	389
Atk	904
Def	121
Dropped	Acuity Bottle
Stolen	
Weak VS	
Strong VS	
Location	Latheon Gorge
Notes	AA Water

146 OCTOSLIME

HP	2310
TP	NA
Exp	45
Gald	72
Atk	295
Def	20
Dropped	Octopus, Squid
Stolen	Mermaid's Tear
Weak VS	
Strong VS	
Location	Thoda Geyser
Notes	AA Water

147 KRAAKEN

HP	7320
TP	NA
Exp	240
Gald	319
Atk	834
Def	79
Dropped	Squid, Octopus
Stolen	
Weak VS	
Strong VS	
Location	Heimdall Area
Notes	AA Water

148 FISH

HP	920
TP	NA
Exp	16
Gald	25
Atk	200
Def	10
Dropped	Seaweed
Stolen	
Weak VS	
Strong VS	
Location	Izoold Area
Notes	AA Water

149 SEASPIN

HP	2480
TP	NA
Exp	76
Gald	125
Atk	450
Def	31
Dropped	Kelp, Seaweed
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	AA Water

150 FLOAT DRAGON

HP	1630
TP	NA
Exp	31
Gald	56
Atk	293
Def	25
Dropped	Aqua Quartz, Snapper
Stolen	
Weak VS	
Strong VS	
Location	Thoda Geyser
Notes	AA Water

151 SEAHORSE

HP	1890
TP	NA
Exp	52
Gald	83
Atk	230
Def	32
Dropped	Aqua Quartz, Cod
Stolen	
Weak VS	
Strong VS	
Location	Altamira Area
Notes	AA Water

152 JELLYFISH

HP	2860
TP	NA
Exp	79
Gald	154
Atk	482
Def	39
Dropped	Pellets, Fine Pellets
Stolen	Pellets
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	AA Water

153 SEA JELLY

HP	1290
TP	NA
Exp	30
Gald	48
Atk	270
Def	20
Dropped	Squid
Stolen	
Weak VS	
Strong VS	
Location	Izoold Area
Notes	AA Water

154 MERMAID

HP	3820
TP	250
Exp	132
Gald	287
Atk	640
Def	62
Dropped	Mermaid's Tear
Stolen	
Weak VS	
Strong VS	
Location	Altamira Area Shore
Notes	AA Water

155 EVIL JELLY

HP	3680
TP	NA
Exp	141
Gald	133
Atk	718
Def	60
Dropped	Lemon Gel
Stolen	Lemon Gel
Weak VS	
Strong VS	
Location	Remote Island Human Ranch
Notes	AA Water

156 SEA DRAGON

HP	6800
TP	NA
Exp	189
Gald	382
Atk	879
Def	86
Dropped	Mermaid's Tear
Stolen	Mermaid's Tear
Weak VS	
Strong VS	
Location	Latheon Gorge
Notes	AA Water

157 SEA HORROR

HP	3800
TP	600
Exp	142
Gald	183
Atk	600
Def	85
Dropped	Mermaid's Tear, Snapper
Stolen	
Weak VS	
Strong VS	
Location	Remote Island Human Ranch
Notes	AA Water

158 SLIME

HP	490
TP	10
Exp	10
Gald	10
Atk	132
Def	8
Dropped	Apple Gel
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

159 GOLD SLIME

HP	3220
TP	NA
Exp	103
Gald	189
Atk	531
Def	47
Dropped	Miso, Fine Pellets
Stolen	Fine Pellets
Weak VS	
Strong VS	
Location	Temple of Lightning
Notes	

160 GIANT LEECH

HP	2250
TP	NA
Exp	63
Gald	98
Atk	400
Def	30
Dropped	Apple Gel, Melange Gel
Stolen	Apple Gel
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

161 GIANT SLUG

HP	3600
TP	NA
Exp	158
Gald	131
Atk	731
Def	65
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Remote Island Human Ranch
Notes	

162 ROLLER SNAIL

HP	3200
TP	NA
Exp	123
Gald	163
Atk	550
Def	41
Dropped	Fine Pellets, Potato
Stolen	
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	

163 GIANT SNAIL

HP	3700
TP	NA
Exp	123
Gald	163
Atk	618
Def	49
Dropped	Lemon Gel, Fine Pellets
Stolen	Fine Pellets
Weak VS	
Strong VS	
Location	Temple of Earth
Notes	

164 GREEN ROPER

HP	2310
TP	NA
Exp	39
Gald	79
Atk	312
Def	38
Dropped	Shrimp
Stolen	Beast Fang
Weak VS	
Strong VS	
Location	Thoda Geyser
Notes	

165 RED ROPER

HP	3440
TP	NA
Exp	96
Gald	175
Atk	517
Def	46
Dropped	Lemon Gel, Rosemary
Stolen	
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	

166 BACURA

HP	255
TP	1
Exp	50
Gald	1000
Atk	1
Def	1
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	

167 CUTLASS

HP	9800
TP	NA
Exp	248
Gald	329
Atk	1010
Def	95
Dropped	Shell Bottle, Amango
Stolen	Rune Bottle
Weak VS	
Strong VS	
Location	Torent Forest
Notes	

168 CAVE WORM

HP	6380
TP	NA
Exp	128
Gald	241
Atk	635
Def	55
Dropped	Mizuho Potion
Stolen	Mizuho Potion
Weak VS	
Strong VS	
Location	Temple of Earth
Notes	

169 MAN-EATER

HP	6500
TP	NA
Exp	210
Gald	300
Atk	1060
Def	100
Dropped	Lemon Gel, Rune Bottle
Stolen	
Weak VS	
Strong VS	
Location	Torent Forest
Notes	

170 SHELDRA

HP	7250
TP	NA
Exp	210
Gald	399
Atk	916
Def	95
Dropped	Rune Bottle
Stolen	
Weak VS	
Strong VS	
Location	Latheon Gorge
Notes	

171 SPIKED SNAIL

HP	6230
TP	NA
Exp	198
Gald	245
Atk	999
Def	83
Dropped	Super Pellets
Stolen	Super Pellets
Weak VS	
Strong VS	
Location	Latheon Gorge
Notes	

172 WYVERN

HP	4800
TP	NA
Exp	152
Gald	250
Atk	457
Def	37
Dropped	Beast Fang, Shell Bottle
Stolen	
Weak VS	
Strong VS	
Location	Hima Area Plains
Notes	

173 DRAKE

HP	11850
TP	1000
Exp	530
Gald	680
Atk	630
Def	54
Dropped	Rune Bottle
Stolen	
Weak VS	
Strong VS	
Location	Gaoracchia Forest Area
Notes	

174 DRAGON

HP	10000
TP	2000
Exp	728
Gald	10000
Atk	1350
Def	230
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Temple of Earth
Notes	

175 GOLD DRAGON

HP	16800
TP	450
Exp	1218
Gald	1052
Atk	1158
Def	38
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Torent Forest
Notes	

176 DARK DRAGON

HP	19000
TP	NA
Exp	1418
Gald	534
Atk	1250
Def	48
Dropped	Dragon Mail
Stolen	
Weak VS	
Strong VS	
Location	Vinheim
Notes	

177 DRAGON KNIGHT

HP	13500
TP	NA
Exp	297
Gald	253
Atk	1485
Def	250
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

178 VELOCIDRAGON

HP	2300
TP	NA
Exp	68
Gald	84
Atk	406
Def	30
Dropped	Pellets, Apple Gel
Stolen	
Weak VS	
Strong VS	
Location	Luin Area
Notes	

179 EXBELUA

HP	5000
TP	38
Exp	280
Gald	320
Atk	190
Def	10
Dropped	Panacea Bottle
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

180 WIND MASTER

HP	10000
TP	220
Exp	1325
Gald	800
Atk	580
Def	85
Dropped	Map of Balacruf, Talisman
Stolen	
Weak VS	
Strong VS	
Location	Asgard Area
Notes	

181 KTUGACH

HP	5000
TP	50
Exp	628
Gald	85
Atk	300
Def	28
Dropped	Red Quartz
Stolen	
Weak VS	
Strong VS	
Location	Triet Ruins
Notes	

182 KTUGACHLING

HP	1500
TP	180
Exp	60
Gald	15
Atk	130
Def	40
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Triet Ruins
Notes	

183 ADULOCIA

HP	10000
TP	248
Exp	825
Gald	765
Atk	600
Def	55
Dropped	Mermaid's Tear
Stolen	
Weak VS	
Strong VS	
Location	Thoda Geyser
Notes	

184 AMPHITRA

HP	2300
TP	120
Exp	150
Gald	200
Atk	475
Def	20
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Thoda Geyser
Notes	AA Water

185 IAPYX

HP	14000
TP	88
Exp	1324
Gald	2000
Atk	690
Def	100
Dropped	Paralysis Charm, Spirit Bangle
Stolen	
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	

186 IUBARIS

HP	16800
TP	1500
Exp	2650
Gald	2500
Atk	860
Def	80
Dropped	Brass
Stolen	White Quartz
Weak VS	
Strong VS	
Location	Tower of Mana
Notes	AA Light

187 KILIA

HP	10000
TP	400
Exp	500
Gald	500
Atk	490
Def	65
Dropped	Heal Bracelet
Stolen	
Weak VS	
Strong VS	
Location	Palmacosta Area
Notes	

188 WINGED DRAGON

HP	18000
TP	400
Exp	2450
Gald	1200
Atk	1400
Def	86
Dropped	Venom, Flare Cape
Stolen	
Weak VS	
Strong VS	
Location	Winged Dragon's Nest
Notes	

189 BABY DRAGON

HP	12000
TP	800
Exp	1250
Gald	500
Atk	1030
Def	68
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Winged Dragon's Nest
Notes	

190 GUARDIAN:WIND

HP	2000
TP	400
Exp	250
Gald	250
Atk	280
Def	38
Dropped	Magic Lens
Stolen	
Weak VS	
Strong VS	
Location	Izoold Area
Notes	

191 GUARDIAN: LIGHTNING

HP	5500
TP	400
Exp	250
Gald	250
Atk	471
Def	46
Dropped	Fine Pellets, Magic Lens
Stolen	
Weak VS	
Strong VS	
Location	Luin Area
Notes	

192 SWORD DANCER

HP	8888
TP	38
Exp	150
Gald	2000
Atk	600
Def	75
Dropped	EX Gem Lv1, EX Gem Lv2
Stolen	EX Gem Lv3
Weak VS	
Strong VS	
Location	Ossa Trail Cave
Notes	

193 FENRIR

HP	12000
TP	300
Exp	2600
Gald	1380
Atk	860
Def	185
Dropped	Blue Quartz
Stolen	
Weak VS	
Strong VS	
Location	Temple of Ice
Notes	AA Ice

194 IDUN

HP	11000
TP	NA
Exp	1200
Gald	1200
Atk	1150
Def	220
Dropped	Black Quartz
Stolen	
Weak VS	
Strong VS	
Location	Great Seed Chamber
Notes	AA Dark

195 RODYLE

HP	35000
TP	500
Exp	6240
Gald	5800
Atk	1350
Def	210
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Remote Island Human Ranch
Notes	

196 UNDINE

HP	13000
TP	320
Exp	2110
Gald	765
Atk	580
Def	88
Dropped	Guardian Symbol
Stolen	
Weak VS	
Strong VS	
Location	Thoda Geyser
Notes	

197 GNOME

HP	28000
TP	682
Exp	5890
Gald	4280
Atk	1100
Def	255
Dropped	Holy Symbol
Stolen	
Weak VS	
Strong VS	
Location	Temple of Earth
Notes	

198 EFREET

HP	18000
TP	850
Exp	2430
Gald	945
Atk	500
Def	35
Dropped	Attack Symbol
Stolen	
Weak VS	
Strong VS	
Location	Triet Ruins
Notes	AA Fire

30000 HP if Tethe'alla is visited first

199 VOLT

HP	24000
TP	240
Exp	3580
Gald	2800
Atk	950
Def	180
Dropped	Emerald Ring
Stolen	
Weak VS	
Strong VS	
Location	Temple of Lightning
Notes	AA Lightning

200 CELSIUS

HP	18000
TP	600
Exp	5120
Gald	5800
Atk	1020
Def	205
Dropped	Spirit Symbol
Stolen	
Weak VS	
Strong VS	
Location	Temple of Ice
Notes	

201 LUNA

HP	18000
TP	720
Exp	3250
Gald	4800
Atk	1120
Def	292
Dropped	Moonstone
Stolen	
Weak VS	
Strong VS	
Location	Tower of Mana
Notes	

202 ASKA

HP	19650
TP	600
Exp	3480
Gald	2800
Atk	1120
Def	245
Dropped	Rare Pellets
Stolen	
Weak VS	
Strong VS	
Location	Tower of Mana
Notes	AA Light

203 SHADOW

HP	30000
TP	800
Exp	6320
Gald	4500
Atk	1520
Def	232
Dropped	Dark Seal
Stolen	
Weak VS	
Strong VS	
Location	Temple of Darkness
Notes	

204 MAXWELL

HP	60000
TP	800
Exp	10800
Gald	8250
Atk	1550
Def	370
Dropped	Spirit Robe
Stolen	
Weak VS	
Strong VS	
Location	Exire
Notes	

205 ORIGIN

HP	40000
TP	800
Exp	10240
Gald	9870
Atk	1450
Def	350
Dropped	Reflect Ring
Stolen	
Weak VS	
Strong VS	
Location	Torent Forest
Notes	

206 SEPHIE

HP	7320
TP	220
Exp	880
Gald	320
Atk	713
Def	81
Dropped	Savory
Stolen	
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	

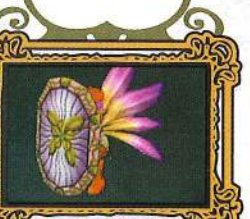
13000 HP if Tethe'alla is visited first

207 YUTIS

HP	6480
TP	80
Exp	770
Gald	290
Atk	699
Def	76
Dropped	Sage
Stolen	
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	

12000 HP if Tethe'alla is visited first

208 FAIRESS



HP	6190
TP	250
Exp	690
Gald	285
Atk	738
Def	84
Dropped	Saffron
Stolen	
Weak VS	
Strong VS	
Location	Balacruf Mausoleum
Notes	

10000 HP if Tethe'Alla is visited first

209 THE FUGITIVE

HP	20000
TP	500
Exp	2800
Gald	3200
Atk	1950
Def	215
Dropped	Magic Ring
Stolen	
Weak VS	
Strong VS	
Location	Welgaia
Notes	

210 THE NEGLECTED

HP	20000
TP	500
Exp	2800
Gald	3200
Atk	1950
Def	215
Dropped	Defense Ring
Stolen	
Weak VS	
Strong VS	
Location	Welgaia
Notes	

211 THE JUDGED

HP	20000
TP	500
Exp	2800
Gald	3200
Atk	1950
Def	215
Dropped	Attack Ring
Stolen	
Weak VS	
Strong VS	
Location	Welgaia
Notes	

212 DEFENSE SYSTEM

HP	12000
TP	100
Exp	2350
Gald	0
Atk	800
Def	240
Dropped	Metal Sphere
Stolen	
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	

213 ORBIT

HP	3000
TP	500
Exp	180
Gald	800
Atk	650
Def	100
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	

214 GUARD ARM

HP	8000
TP	NA
Exp	150
Gald	0
Atk	900
Def	20
Dropped	Mythril
Stolen	
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	

215 AUTO REPAIR UNIT

HP	5500
TP	NA
Exp	1000
Gald	0
Atk	0
Def	100
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Toize Valley Mine
Notes	

216 KRATOS AURION

HP	22500
TP	1500
Exp	3280
Gald	2900
Atk	750
Def	150
Dropped	EX Gem Lv3, Life Bottle
Stolen	
Weak VS	
Strong VS	
Location	Final Seal
Notes	

217 MAGNIUS

HP	8500
TP	120
Exp	675
Gald	1700
Atk	450
Def	65
Dropped	Warrior Symbol, EX Gem Lv1
Stolen	
Weak VS	
Strong VS	
Location	Palmacosta Area
Notes	

218 KVAR

HP	10000
TP	340
Exp	1680
Gald	1500
Atk	410
Def	65
Dropped	Holy Ring, EX Gem Lv1
Stolen	
Weak VS	
Strong VS	
Location	Asgard Area
Notes	

219 ENERGY STONE

HP	5500
TP	100
Exp	300
Gald	765
Atk	350
Def	20
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Asgard Area
Notes	

220 VIDARR

HP	4000
TP	30
Exp	115
Gald	25
Atk	210
Def	21
Dropped	Life Bottle
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

221 FORCYSTUS

HP	20000
TP	400
Exp	7100
Gald	5800
Atk	1200
Def	300
Dropped	Faerie Ring
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

222 EXBONE

HP	6000
TP	320
Exp	0
Gald	0
Atk	1000
Def	250
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Iselia Area
Notes	

223 PRONYMA

HP	18000
TP	750
Exp	3000
Gald	1500
Atk	1150
Def	150
Dropped	Rosemary, EX Gem Lv2
Stolen	
Weak VS	
Strong VS	
Location	Fooji Mountain Range
Notes	

224 PRONYMA

HP	32000
TP	850
Exp	7000
Gald	4800
Atk	1720
Def	350
Dropped	Red Savory
Stolen	
Weak VS	
Strong VS	
Location	Great Seed Chamber
Notes	

225 CLUMSY ASSASSIN

HP	1800
TP	131
Exp	200
Gald	128
Atk	247
Def	48
Dropped	Holy Bottle
Stolen	
Weak VS	
Strong VS	
Location	Triet Area
Notes	

226 RESOLUTE ASSASSIN

HP	4500
TP	164
Exp	300
Gald	450
Atk	500
Def	62
Dropped	Dark Bottle
Stolen	
Weak VS	
Strong VS	
Location	Luin Area
Notes	

227 CONVICT

HP	12000
TP	320
Exp	2250
Gald	1500
Atk	800
Def	120
Dropped	Elixir
Stolen	
Weak VS	
Strong VS	
Location	Gaoracchia Forest
Notes	

228 KUCHINAWA

HP	10000
TP	60
Exp	4800
Gald	2860
Atk	800
Def	125
Dropped	Asura
Stolen	
Weak VS	
Strong VS	
Location	Mizuho Village
Notes	

229 BOTTA

HP	4200
TP	224
Exp	475
Gald	1500
Atk	205
Def	35
Dropped	Poison Charm
Stolen	Yellow Quartz
Weak VS	
Strong VS	
Location	Sylvarant Base
Notes	

230 BOTTA

HP	12000
TP	580
Exp	1680
Gald	2800
Atk	780
Def	205
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Tethe'alla Base
Notes	

231 SELES

HP	12000
TP	800
Exp	8960
Gald	12000
Atk	1300
Def	420
Dropped	Last Fencer, Elemental Circlet
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

232 GARR

HP	20000
TP	150
Exp	3200
Gald	4800
Atk	1650
Def	450
Dropped	Mumbane
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

233 FARAH OERSTED

HP	20000
TP	150
Exp	3300
Gald	2800
Atk	1705
Def	455
Dropped	Star Cloak
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

234 MEREDY

HP	16000
TP	1450
Exp	2100
Gald	2800
Atk	800
Def	390
Dropped	Krona Symbol
Stolen	
Weak VS	
Strong VS	
Location	Meltokio Area
Notes	

235 ABYSSION

HP	120000
TP	8200
Exp	8000
Gald	6800
Atk	2250
Def	425
Dropped	Hyper Gauntlet, Jet Boots
Stolen	
Weak VS	
Strong VS	
Location	Temple of Darkness
Notes	

236 ZELOS WILDER

HP	28000
TP	1200
Exp	9300
Gald	9800
Atk	1150
Def	365
Dropped	Mystic Symbol
Stolen	
Weak VS	
Strong VS	
Location	Final Seal
Notes	

237 YGGDRASILL

HP	40000
TP	3000
Exp	3000
Gald	0
Atk	1800
Def	350
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Final Seal
Notes	

238 YGGDRASILL

HP	40000
TP	3000
Exp	3000
Gald	0
Atk	1800
Def	350
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Final Seal
Notes	

239 YGGDRASILL

HP	40000
TP	3000
Exp	8320
Gald	4800
Atk	1800
Def	380
Dropped	EX Gem Lv4, Energy Tablets
Stolen	
Weak VS	
Strong VS	
Location	Great Seed Chamber
Notes	

240 MITHOS

HP	55000
TP	5000
Exp	8280
Gald	1690
Atk	2000
Def	410
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Vinheim
Notes	

241 MITHOS

HP	60000
TP	1500
Exp	0
Gald	0
Atk	2150
Def	265
Dropped	EX Gem Max
Stolen	EX Gem Max
Weak VS	
Strong VS	
Location	Vinheim
Notes	

242 KRATOS AURION

HP	25000
TP	980
Exp	7600
Gald	4800
Atk	1200
Def	400
Dropped	EX Gem Lv4, Energy Tablets
Stolen	
Weak VS	
Strong VS	
Location	Final Seal
Notes	

243 KRATOS AURION

HP	12000
TP	1400
Exp	9990
Gald	5520
Atk	1050
Def	320
Dropped	
Stolen	
Weak VS	
Strong VS	
Location	Torent Forest
Notes	

244 YUAN

HP	16000
TP	652
Exp	4890
Gald	3150
Atk	900
Def	215
Dropped	EX Gem Lv4
Stolen	
Weak VS	
Strong VS	
Location	Tethe'alla Base
Notes	

245 REMIEL

HP	16000
TP	258
Exp	2795
Gald	1840
Atk	530
Def	112
Dropped	EX Gem Lv1, Rune Bottle
Stolen	
Weak VS	
Strong VS	
Location	Final Seal
Notes	

246 GATEKEEPER

HP	18000
TP	800
Exp	8880
Gald	8970
Atk	1180
Def	210
Dropped	Mystic Symbol
Stolen	
Weak VS	
Strong VS	
Location	Final Seal
Notes	

247 PLANTIX

HP	36000
TP	250
Exp	7500
Gald	1250
Atk	1300
Def	310
Dropped	Blue Sephira
Stolen	
Weak VS	
Strong VS	
Location	Latheon Gorge
Notes	

248 DARK SPEAR

HP	9540
TP	200
Exp	270
Gald	381
Atk	1150
Def	112
Dropped	Lemon Gel, Black Quartz
Stolen	
Weak VS	
Strong VS	
Location	Derris Kharlan
Notes	

249 DARK SWORD

HP	8930
TP	180
Exp	283
Gald	210
Atk	1280
Def	115
Dropped	Pineapple Gel, Black Quartz
Stolen	
Weak VS	
Strong VS	
Location	Derris Kharlan
Notes	

250 DARK COMMANDER

HP	7890
TP	480
Exp	235
Gald	410
Atk	1120
Def	116
Dropped	Miracle Gel, Black Quartz
Stolen	
Weak VS	
Strong VS	
Location	Derris Kharlan
Notes	

251 DARK ARCHER

HP	8400
TP	250
Exp	257
Gald	358
Atk	1130
Def	95
Dropped	Life Bottle, Black Quartz
Stolen	
Weak VS	
Strong VS	
Location	Derris Kharlan
Notes	

How to Use the Walkthrough

1 Section Opener

More than just a note on the progression of the story and the area that you'll be visiting, this opener has valuable information on the **Items** and **Monsters** that can be found in the area. Give this a glance to find out what's in store!

2 Tip

Tips on gameplay, combat, how to handle monsters, etc., are crucial to a successful romp in *Tales of Symphonia*. Make sure to read over the contents of these boxes and you'll have a more enjoyable gaming experience!

3 Note

More technical than the tips, notes give you information on how to interact with the game's elements. Want to figure out how to control the map function or the menu function? The notes are the best way to do it.

4 Warning

Watch out! Warnings focus on things that you absolutely need to know! Sure, they warn you about the tough monsters and stuff, but Warnings also mention when you could potentially miss or lose something. Ignore them at your peril!

5 Puzzle

The Puzzles in the game become increasingly more difficult as you progress and the solutions are all marked in this format. A simple step-by-step format offers you the most efficient and successful path to finishing each puzzle.

6 Boss

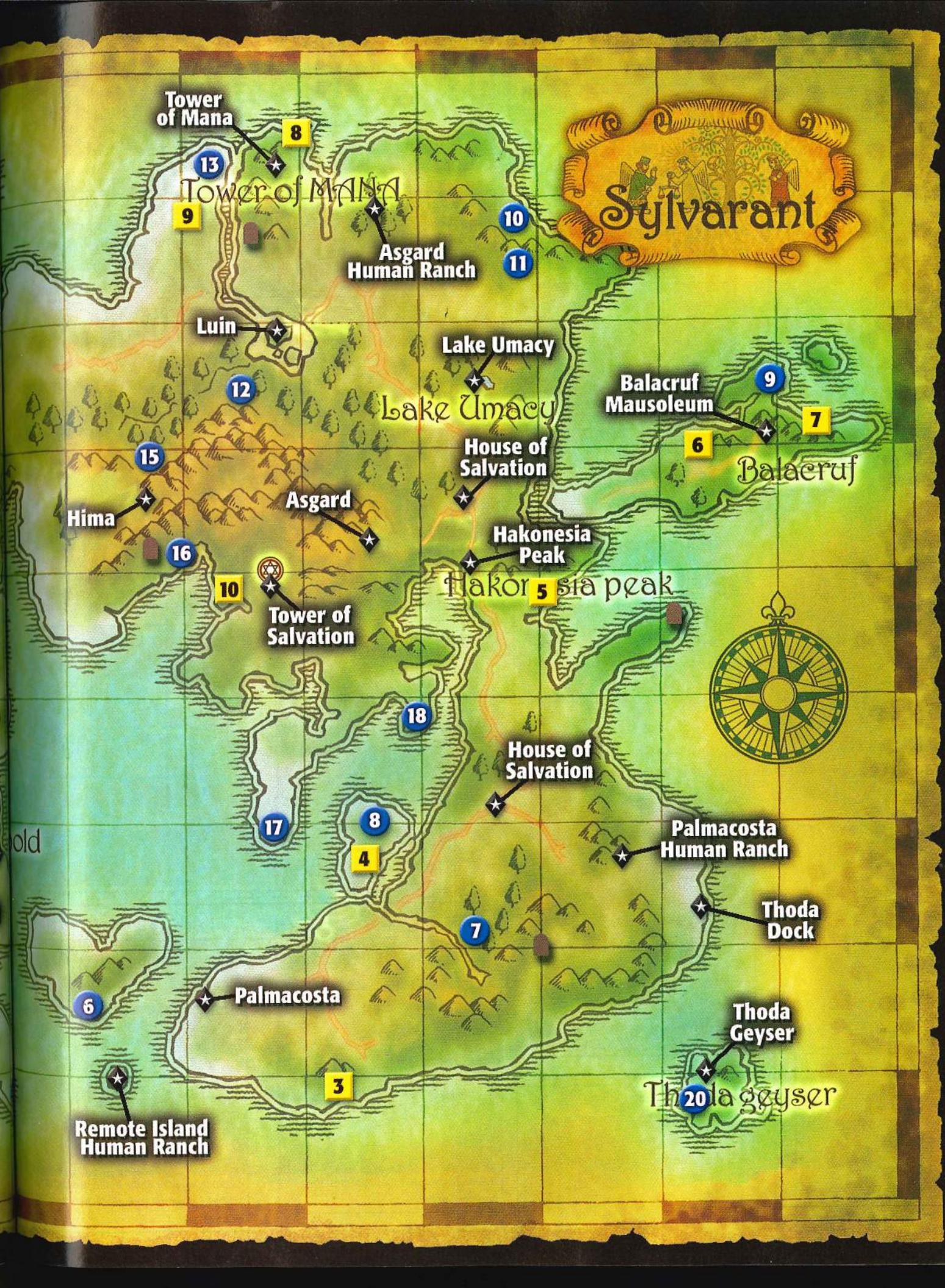
Bosses are brutal! They're the toughest enemies in the game and require the most tactical play. Get an idea about which strategies work best and which to avoid. Crushing a Boss is one of the most satisfying experiences in an RPG—don't miss out!

LEGEND

- Guide Post Monument
- 1 EX Gem Lv1
- 2 Lemon Gel
- 3 EX Gem Lv2
- 4 All-Divide
- 5 Magic Mist
- 6 Strike Ring
- 7 Red Savory
- 8 EX Gem Lv2
- 9 Technical Ring
- 10 Red Sage
- 11 Energy Tablets

SKIT POINTS

- 1 Genis
- 2 Raine
- 3 Colette
- 4 Kratos
- 5 Presea
- 6 Presea
- 7 Sheena
- 8 Zelos
- 9 Zelos
- 10 Colette
- 11 Raine
- 12 Kratos
- 13 Raine
- 14 Genis
- 15 Kratos
- 16 Colette
- 17 Genis
- 18 Sheena
- 19 Regal
- 20 Regal


Sylvarant
Tower of Mana
Tower of MANA
Asgard Human Ranch
Luin
Lake Umacy
Lake Umacy
Balacruf Mausoleum
Balacruf
House of Salvation
Hima
Asgard
Hakonesia Peak
Hakonesia peak
Tower of Salvation
House of Salvation
Palmacosta Human Ranch
Thoda Dock
Palmacosta
Thoda Geyser
Thoda geyser
Remote Island Human Ranch
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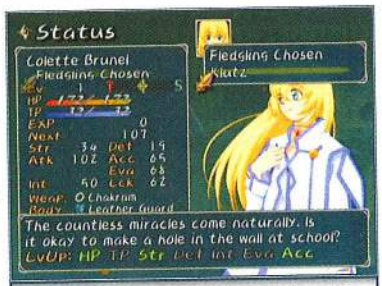
20

Sneaking Out of School

When Professor Sage leaves the class to check things out, head for the exit. Colette and Genis both join the party. After they join the party, speak with the blue-haired kid standing in the front row to obtain a **Magic Lens**. With three party members, examine the Colette-shaped hole in the wall to obtain the **"Klutz"** title for Colette.

Moving toward the door triggers a scene with Genis and Colette.

*Examine the Colette-shaped hole in the classroom wall to obtain the **"Klutz"** title.*


Status
Colette Brunel
Fledgling Chosen
Fledgling Chosen
Klutz
The countless miracles come naturally. Is it okay to make a hole in the wall at school?

*Equipping titles affects how your characters improve when each new level is gained. For a complete list of titles and how to acquire them, please turn to the **Titles** chapter.*

Skit Occurrences

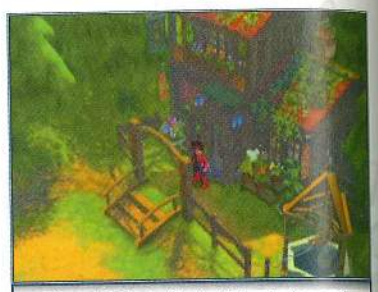
Approximately thirty seconds after Colette and Genis join the party, the skit title, "It'll Be Fine," should appear in the lower left corner of the screen. Press the Z Button to trigger a skit.

When a skit title appears in the lower left corner of the screen, press the Z Button to view bonus dialog between the characters.

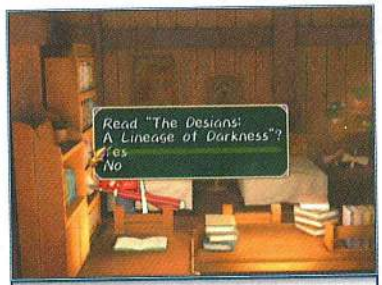
Skits provide additional information about character relationships and may also provide clues regarding objectives and tasks.

Exploring the Village

Colette's father approaches the party as they leave school. Frank then returns to the house in the northeastern corner of Iselia. Speak to Frank at the house to receive complete healing. Genis' and Raine's house lies on the west side of the village. Inside, a book on the rear shelf describes the Desians. The building across from the south exit from town is the Halo general store. Purchase a few extra Magic Lenses for analyzing any enemies encountered. Be sure to buy food to make Sandwiches, for easy recovery after battles.



Frank and Colette live in this cute house in the northeast corner of Iselia. Speak to Frank to receive complete healing for all party members.



Although Genis protests, you may enter his house and read a volume on the bookshelf regarding Desians.

Purchase a few extra Magic Lenses and additional Food items at the Halo general store.

Monsters in the Village!

Near the north exit of Iselia, use the Memory Circle to record your progress. Move through the gate next to the school building. A monster blocks the path! The first lone monster, a Zombie, is easy to defeat. In the second battle, switch targeting by holding the R Button, and then move the Control Stick left or right to change aim.

Defeat the monsters that appear at the north exit of Iselia.

As explained prior to the battle, switch targeting to maximize your character's combat effectiveness.

Items
- Magic Lens

Monsters
- Ghost
- Hawk
- Rabbit
- Wolf
- Zombie

COMMANDING CPU CONTROLLED CHARACTERS

While battling as Lloyd, press the Y Button to raise the Combat Menu. Open the Tech screen and command Genis to use his Fireball Tech against the Ghost. Magic is more powerful against spiritual enemies. Likewise, if you are controlling Genis, open the Combat Menu and command Lloyd and Colette to use their physical Techs against the Zombie.

HEAL UP BEFORE HEADING OUT

Although you've only braved two battles, low-level characters could already benefit from some of Frank's healing powers. Return to Colette's house and speak to Frank for full restoration before leaving Iselia.

Short Field Trip

On the field map, proceed up the coast to Martel Temple, and press the A Button to enter the site. During the trip, another skit should become available.

Follow the short path across the field map to Martel Temple.

SURVIVING IN THE FIELD

Rotate the camera view by moving the C Stick. Press START/PAUSE to display the World Map in the lower right corner of the screen while exploring the field map. Press START/PAUSE again to switch from mini World Map to full World Map. Press START/PAUSE again to turn the World Map off. Contact with black monsters roaming the field triggers a battle with common animals such as Wolves, Hawks and Rabbits. Before dealing with enemies on the ground, focus on targeting and eliminating aerial or flying enemies like Hawks. Save your progress at any time in the field by entering the System screen of the Main Menu.

MARTEL TEMPLE

Items	Monsters
Training Manual	?????? (Soldiers)
Life Bottle	Vidarr *BOSS*
Panacea Bottle	Ghost
Sorcerer's Ring	Golem
Apple Gel	Slime
Life Bottle	Spider
250 Gald	Zombie

Battle on Sacred Grounds

Proceed up the stairs to defeat the soldiers attacking the temple. When the first wave runs off, a much stronger "boss" enemy attacks.

Lloyd and friends are just in time to save Colette's grandmother from some merciless scoundrels.

VIDARR

HP: 4000	S: None
TP: 30	EXP: 115
W: None	GALD: 25
Item(s) Found: Life Bottle	

Vidarr is incredibly strong, so avoid direct confrontation. Stand back and use long-range Techs such as Lloyd's Demon Fang. After one or two minutes into the battle a strange warrior joins the party. This man knows the First Aid ability and heals the other characters through the rest of the battle.

With the mysterious new warrior healing everyone, rush Vidarr and attack at close range—if playing as Lloyd or Colette. Keep an eye on your HP, and back away for healing if your character drops into the red. If Genis runs out of TP, command him to take an Orange Gel. Otherwise, he attempts to rush at Vidarr and might get KO'd.

While fighting Vidarr at close range, he prepares attacks even while being struck. When Vidarr raises his weapon to full height, break off attacking and defend. If struck hard enough, your character may be sent flying. Press the X Button while in midair to land to regain control and avoid additional falling damage. These tips should help you survive many boss fights.

GREETING THE MERCENARY KRATOS

After the battle, Kratos introduces himself to the party. At one point during the conversation, he tells Lloyd to stay put. Choose the first option to trigger some really intense dialog between the two warriors, or choose the second for a slightly more jovial tone.

HEAD BACK TO ISELIA FOR HEALING

After that rough battle with the Desians, heading home would be a good idea. Speak to Frank at Colette's house for complete healing.

Presents and Advice from Kratos

Inside the temple, Kratos gives Lloyd the **Training Manual**. Move up the central stairs to trigger another scene. Kratos suggests finding the Sorcerer's Ring, hidden somewhere in this temple, to open the pulsating seal. Follow the eastern corridor north. Descend the northeast stairs to the level below.

The Sorcerer's Ring is required to break the seal barring access to the chamber of the Chosen.

SET STRATEGIES FOR ALL CHARACTERS!

Do not forget to change the strategies for all of the CPU-controlled characters. Otherwise, they'll use up all of their TP, and have none left when it really counts! Change strategies by opening the Main Menu or the Combat Menu, and select the "Strat" option. For each character, there are three strategies to set: Action, Skill/Magic, and Position. With the exception of boss fights, set all characters to "Keep Reserve" or "Retain" in the Skill/Magic category. That way, the characters should have some TP remaining at all times. Strategy can be changed during combat, or by issuing predetermined Orders using the +Control Pad.

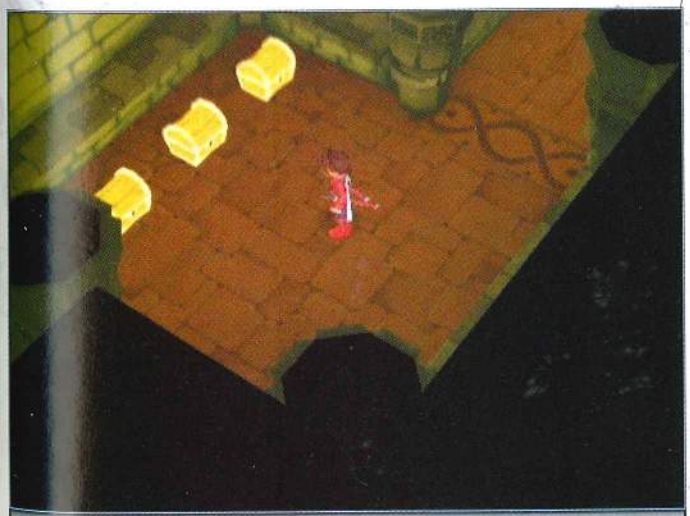
KRATOS STRATEGY

IT'S A GOOD IDEA TO SET KRATOS' SKILL/MAGIC STRATEGY TO "HEAL." THIS GIVES YOU A CHANCE TO ATTACK WITH ANOTHER CHARACTER WITHOUT WORRYING TOO MUCH ABOUT YOUR HEALTH. OF COURSE, LATER LEVELS AND FIGHTS REQUIRE A MORE "HANDS ON" APPROACH.

Dropping Golems

Defeat the Golems appearing on the platform. A stone block appears after the battle. Grab the stone block and move it to one of the openings in the platform. If you drop the block through the correct hole, it should fall into a niche in the path below. Drop the block through the wrong hole, and it disappears into the water. Ascend the northwest stairs. Move south in the first floor corridor to find three chests, containing an **Apple Gel**, a **Life Bottle** and **250 Gald**.

Although Golems are strong and have high HP, their attacks are slow, infrequent and easy to defend against.



Three chests lie behind the fallen section of corridor on 1F.

Puzzle Solution: Martel Temple

1. Drop a block through the center hole in the right column of holes.

2. Drop a block through the center hole in the left column of holes.

*3. Move down to the lower level and push the block west into the niche. Ascend the stairs and open the chest to obtain a **Life Bottle**.*

4. Drop another block through the center hole in the right column of holes.

*5. Below, push the block east into the niche. Ascend the stairs and open the chest to obtain a **Panacea Bottle**.*

6. Drop two blocks through the top hole in the center column of holes on the platform.

*7. Descend to the level below, push the last block upward into the niche and ascend the stairs to obtain the **Sorcerer's Ring**.*

Ritual of the Chosen

Return to the glowing barrier near the temple entrance. Press the X Button to remove the barrier with the Sorcerer's Ring. Step onto the warp ring and press the A Button to reach the chamber of the Chosen. After the subsequent scenes, speak to the three characters in the chamber. Use the warp gate to return to the entrance. Exit the temple and return to Iselia.

Remove the barrier using the Sorcerer's Ring. Then use the warp point to reach the chamber high up in the temple.

THE VILLAGE OF ORACLES, ISELIA

Items	Monsters
Grapes	None
Collector's Book	
Bread	

Finishing an Exciting Day

Enter Colette's house to obtain the **Collector's Book**. Stop by Genis' house on the west side of the village. Genis procures **Bread** to make a Sandwich. Exit town through the south gate.

*Inside the schoolhouse, Raine is preparing to depart. Genis obtains the title, **"Brotherly Love"**.*

*Go behind the Halo general store and move through these trellises. Speak to a man in the tunnel to obtain **Grapes**.*

ISELIA FOREST

Items	Monsters
Apple Gel	Giant Bee
Life Bottle	Hawk
Orange Gel	Minicoid
Apple Gel	Rabbit
Leather Glove	Slime
Apple Gel	Spider
500 Gald	Whip Master
Orange Gel	Wolf

Genis' Endangered Friend

Proceed along the path, collecting the items from treasure chests. In the second area, Genis leads Lloyd to the Iselia Human Ranch. Move around the south side of the Ranch to speak to Genis' friend Marble. Move to the cliffs at the north end of the Ranch. Press the A Button to jump up to the higher ledges. Jump to the ledge where a treasure chest sits. Collect the **Orange Gel** from the chest, then jump to the rear ledge to trigger the next scene. Defeat the Desians to continue.

Case the outside of the Human Ranch to find Marble.

Jump up the cliff ledges to the item chest, and then jump across to the wide ledge to continue the scenes.

Lloyd's Trip Home

Genis leaves the party. Continue north and then east through the forest, following the path.

With only one character in the party, defend against enemy attacks more often to reduce item consumption.

*The trees obscure a chest containing a **Leather Glove** at the creek's edge.*

*Move up the curving tree trunk and open the bag tied to the branch to procure an **Orange Gel**.*

HOW OFTEN SHOULD I FIGHT?

To improve enough to complete the game, your characters must win battles. In general, clear each area of roaming monsters while passing through. This should be just enough fighting to help your characters level up without exhausting supplies.

DIRK'S HOUSE

Items	Monsters
Apple Gel x2	None
Life Bottle	
500 Gald	
Sylvarant Map	

Visitors in the Night

Enter the house and speak to Lloyd's dad, a dwarf craftsman named Dirk. The other characters arrive. When given the choice to speak with Colette, the second option allows you to speak with the other characters first. When finished speaking to them all, talk to Colette and choose the first option to proceed. In the morning, speak to Dirk at the gravesite behind the house. He gives Lloyd items and money for the journey, and the **Sylvarant Map**. The scene shifts back to Iselia.

Improve your relations with all characters by speaking to them before agreeing to talk with Colette.

Speak to Dirk near the grave behind the house to receive some items for your journey.

THE VILLAGE OF ORACLES, ISELIA

Items	Monsters
Apple Gel	Bowman
Orange Gel	Whip Master
	Exbelua BOSS

DO YOUR SHOPPING NOW!

BEFORE DOING ANYTHING ELSE IN ISELIA, STOP BY THE HALO GENERAL STORE AND PURCHASE ANY NEEDED SUPPLIES, ESPECIALLY FOOD. IF YOU FAIL TO STOCK UP NOW, YOU WILL LOSE THE OPPORTUNITY AFTER IMPENDING EVENTS.

Desian Retribution

Speak to Frank at Colette's house in the northeast corner of the village. The village is attacked by the Desians! Outside the schoolhouse, soldiers corner the local militiaman. Save him from the Desians to obtain an **Apple Gel** and **Orange Gel** as thanks. Head toward the south gate to face the wrath of Forcystus, a Desian Grand Cardinal. To punish Lloyd for his trespassing, the Cardinal has brought a rather tough monster to slay the heroes!

Save the militiaman outside the schoolhouse to obtain some rewards.

Genis' house is on fire! Genis becomes saddened as you pass by his residence on the west side of the village.

*After the battle, speak to Phaidra and Frank. Leaving through the south exit of town, Lloyd gains the title, **"Drifting Swordsman"**.*

EXBELUA

HP: 5000	S: None
TP: 38	EXP: 280
W: None	GALD: 320
Items Found: Panacea Bottle	

The best character to play during this battle is Lloyd. Charge forward and take on Exbelua at short range, while Genis prepares magic attacks from the backfield. Try to prevent the monster from getting close to Genis, so that his casting is not interrupted. Anticipate and defend against arm swing attacks, and save yourself from falling damage by pressing the X Button midair.

Exbelua's defense is fairly weak, so occasionally run to the backfield and attack with Demon Fang Techs thrown from a distance. When TP runs low, charge forward and replenish Tech Points by attacking the monster. The monster performs the Insane Cell attack, which damages any character standing in close range. Back out of the glowing circle visible on the ground.

SYLVARANT'S SOUTHWEST CONTINENT

Items
EX Gem Lv1
Monsters – Triet Region
Scorpion
Sidewinder
Thief

Monsters – Iselia Region
Hawk
Minicoid
Rabbit
Slime
Spider
Tentacle Plant
Wolf

Free Upon the World

Head south from Iselia across the field map. Nova's Caravan is parked in a forest southeast of Iselia. The owner allows you to rest and fully recover as many times as you like for free. Proceeding south from Nova's Caravan, Lloyd and Genis discover a letter from Dirk. The letter explains EX Gems and EX Skills, and how to set them to discover Compound EX Skills. Following the EX Skills event, move westward into the trees lining the base of the hills. A field treasure chest is hidden in the trees. Inside is an **EX Gem Lv1**.

Nova's Caravan provides a free rest point, but Nova will soon change locations.

Equipping characters with S-Type or T-Type EX Skills or a balance of both determines which Techs each character learns as they increase in experience levels.

Find this treasure chest hidden among the trees along the route to the House of Salvation.

House of Salvation

A House of Salvation is located on the road toward Triet. Genis asks a traveler about the Chosen's group. The traveler uses the Sylvarant Map to make long-range mode available in the region. While crossing the field map, you can now press the X Button to hop on Noishe's back and ride. Long-range mode enables a wider camera angle and greater traveling speed. On the second floor of the House of Salvation, examine the bed to rest for only 100 Gald.

The man who explains long-range mode enables it for this region.

Long-range mode enables a wider camera angle on the world map.

Examine the bed on the second story of the House of Salvation to rest for cheap.

The Desert Region

In the sandy terrain, the monsters encountered change. Monsters such as Sidewinders can inflict Poison status on characters. Cure Poison status immediately by using a Panacea Bottle. The oasis town of Triet is located just a little south of a large mountain near the Iselia region border.

The enemies in the desert region are more defensive, and may cause Poison status.

TRIET'S GUIDE POST MONUMENT

HEAD EAST FROM TRIET INTO THIS WIDE ALCOVE AMONG THE MOUNTAINS TO FIND THE GUIDE POST MONUMENT FOR TRIET.

THE DESERT OASIS, TRIET

Items	Monsters
Soft Leather	Bowman
Cabbage	Whip Master
Pork	

Trouble at the Oasis Town

Lloyd and Genis are forced to hide from a Desian search party that is looking for them! Examine the bulletin board and the poor drawing of Lloyd. At the various shops, purchase new weapons and armor for Lloyd and Genis. However, save some Gald to buy Food from the Desert Rose shop near the fortuneteller's hut. The inn is 100 Gald per night.

Lloyd and Genis are wanted by the Desians.

EQUIPMENT CUSTOMIZATION

MOVE THROUGH THE MARKET UNTIL THE OWNER OF VERMILION BLADES CALLS OUT TO LLOYD AND GENIS. UNLIKE OTHER SHOPS, THIS MAN PROVIDES CUSTOMIZATION SERVICES. IF YOU HAPPEN TO POSSESS A BEAST HIDE AT THE MOMENT, THE MAN GIVES YOU A FREE **SOFT LEATHER** ARMOR. IF YOU DON'T HAVE A BEAST HIDE, RETURN TO THE ISELIA REGION AND FIGHT RABBIT ENEMIES UNTIL ONE DROPS A BEAST HIDE IN BATTLE, THEN SPEAK TO THE CUSTOMIZER AGAIN. AT A CUSTOMIZATION SHOP, YOU CAN CONVERT WEAKER WEAPONS AND EQUIPMENT INTO STRONGER ITEMS, AS LONG AS YOU HAVE THE RIGHT TRADE ITEMS IN HAND.

KATZ EXPLORATION TEAM

SPEAK TO THE CAT-EARED RECEPTIONIST BEHIND THE COUNTER AND CHOOSE THE SECOND OPTION TO LEARN ALL ABOUT THE KATZ EXPLORATION TEAM AND THEIR FUNCTIONS. AT A LATER STAGE OF THE GAME, WHEN YOU WISH TO OBTAIN ITEMS OVERLOOKED IN AREAS THAT ARE NO LONGER AVAILABLE, THE KATZ EXPLORATION TEAM CAN HELP YOU FIND THEM. ALSO, THE KATZ CAN ADD RARELY ENCOUNTERED MONSTERS TO YOUR MONSTER LIST. UPON REQUESTING AN EXPEDITION, THE RECEPTIONIST ASKS HOW MUCH YOU WISH TO SPEND. A SUGGESTED AMOUNT OF GALD IS ALREADY OFFERED. HOWEVER, AGREEING TO THIS AMOUNT DOES NOT GUARANTEE A SUCCESSFUL EXPEDITION.

TRADING GRADE

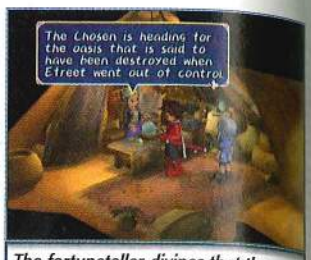
Positioned near the Katz Exploration Team booth is a character that sells EX Gems. The currency is Grade points gained through excellence in battles. As you can see from the list, EX Gems are quite expensive in terms of Grade. Enough EX Gems can be found for free in various field areas, towns and dungeons. However, if you are ever one EX Gem short of being able to set the EX Skills a character needs, then consider buying an EX Gem from a merchant.

THE AMAZING WONDER CHEF!

Enter the inn and climb to the upper balcony. Move all the way to the right and examine the object in the corner to reveal the secret hiding spot of the Wonder Chef! The Wonder Chef teaches the new recipe, Cabbage Rolls, which requires **Cabbage** and **Pork**. He provides one of each Food item as well. Cabbage Rolls restore a small amount of TP when cooked. Be sure to search all towns very well to find the Wonder Chef and learn all his recipes. You never know where the Wonder Chef is hiding!

Fortune Teller or Con Artist?

Enter the tent at the end of the path through Triet. Speak to the fortuneteller and pay her 100 Gald to learn the current location of Colette and the others. Speak to her a second time and choose one of the three party members listed to determine the current state of Lloyd's relationship to the character. The fortuneteller's answer depends upon the choices you've been making during conversations with the characters listed.



The fortuneteller divines that the Chosen is headed for Triet Ruins.

Captured!

After visiting the fortuneteller, head for the exit of town. The Desians catch Lloyd and drag him to the Sylvarant Base.

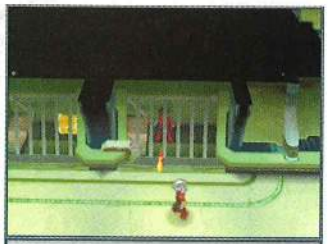
Lloyd is taken prisoner by the Desians!

SYLVARANT BASE

Items	Monsters
Beast Hide	Foot Soldier
Memory Gem	Raybit
Beast Fang	Botta *BOSS*
Magical Cloth	
1500 Gald	

Prison Breakout

Move close to the bars of the cell and press the X Button with the right timing to hit the guard with a blast from the Sorcerer's Ring. The guard runs off and Lloyd's cell door opens. Press the switch outside the cell next door to obtain a **Beast Hide**. Open the third cell to use a Memory Circle. Head down the corridor to the detention center and open the chest to recover Lloyd's equipment. At the exit from the cellblock, defeat two guards to proceed.



Shoot the Sorcerer's Ring at the guard ashe passes by the cell to get out.

Be sure to get your equipment back before trying to leave, or back in the cell you go!

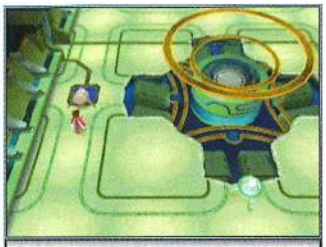
ESCAPING REQUIRES REST

If Lloyd runs low on HP and TP during his attempt to break free of the base, return to his cell and examine the cot to recover completely.

Opening the Security Door

Lloyd hides from some guards. Examine the cauldron-like object near the entrance to change the function of the Sorcerer's Ring. Pressing the X Button now fires an electrostatic charge. Shoot the Sorcerer's Ring at a drone when it is directly over a floor panel. Electrocute both drones over the floor panel simultaneously to unlock the west door.

DO NOT CHANGE THE SORCERER'S RING BACK TO ITS NORMAL POWER. *The electric-orb power of the ring is needed throughout the base to proceed.*



Bait the drones by standing opposite the panels, and shoot them with the right timing to electrify the panels.

Memory Gems and Shopping Services

Defeat the soldier enemy in the next corridor to obtain a **Memory Gem**. Go north in the corridor to the hangar. Examine the yellow Vending Machine to purchase standard tools, if needed.

Certain enemies drop Memory Gems after combat, which allow sealed Memory Circles to be used.

The machine in the hangar allows for purchase of additional tools.

Sealed Memory Circles

Continue through the corridor heading west. Use a Memory Gem to unseal the Memory Circle just a few feet inside the door.

Use the Memory Gem to unseal the Memory Circle in the large room, creating a new save point for convenience sake.

Ring Around the GameCube

Examine the upright panel on the west side of the room for instructions regarding how to open the doors. Open the passage to the control room, and proceed into the corridor to encounter a challenging boss.

Shoot the pillars to rotate the central ring and create passages to various areas of the base.

Puzzle Solution: Sylvarant Base GameCube Room

Fire electric orbs from the Sorcerer's Ring at the columns against the west wall to rotate the central ring. When the large gems point to any of the doors, that door unlocks. However, the passage behind the door changes depending upon which gem is pointed at a given door.

1. Shoot the top column to rotate the ring 180 degrees. Then shoot the middle column to rotate the ring another quarter-turn.

*2. With the red gem facing south and the blue gem facing north, the south door leads to the entrance. Lloyd finds the exit door locked, but the nearby chest contains a **Magical Cloth**.*

3. Return to the room with the GameCube and shoot the bottom column, rotating the central ring just 45 degrees. Go through the east door.

*4. The east passage now leads to a treasure chest containing **1500 Gald**. Return to the GameCube room.*

5. Shoot the top column, and then the middle column, so that the green gem rotates to the north side of the circle. The path to the control room opens.

BOTTA

HP: 4200	S: None
TP: 224	EXP: 475
W: None	GALD: 1500
Items Found: Poison Charm	

Switch the strategies of non-player characters so that they use all their skills freely, and make sure that Genis attacks from long range only with magic. Optionally, set everyone to Attack Same so that the party focuses on removing one foe at a time.

The Foot Soldiers do their best to prevent characters from casting magic, so take them out first. Fighting them is no different than regular foes, so they should drop quickly. Alone, Botta is much easier to defeat. Botta can still prepare and execute attacks even as he takes damage, so fight defensively at all times. Strike him with a combo followed by a Tech if possible, and then defend yourself against his next attack. Treat this battle as more of a duel between equals, and you'll suffer less damage.

Botta tends to go into Over Limit much easier and more frequently than other foes. Just like one of the heroes, he takes less damage and cannot be made to stagger in this state. Back off while Botta is covered in a black cloud and command Kratos to heal party members while commanding others to take Apple Gels and Orange Gels where necessary.

When casting magic, Botta cannot be interrupted. As magic circles spread under him, break off attacking and run away. His Stalagmite spell can inflict enough damage to KO characters. Use Life Bottles to revive the fallen, and quickly return to dueling with this master.

SKIT POINTS

Now that you're free of the base with Colette back in the party, head southeast across the desert to a small jut of land sticking out into the ocean. The glowing circle on the ground is a skit point. Touching one of these locations triggers a special skit between Lloyd and another of the characters. The reply chosen during these special skits affects your relationship and changes future dialog with the character. Skit points are only available when certain characters are in the party.

THE DESERT OASIS, TRIET

Items	Monsters
Monster List	None

Forming Plans in the Night

The party automatically lodges at the inn. Go upstairs and peek in on the other characters. Raine and Genis are in the first room, and Colette is in the second. After speaking with Raine a few times, exit the room. Lloyd spots Kratos leaving. Follow him outside for some additional conversation. In the morning, Raine joins the party as a playable character and presents the **Monster List** to Lloyd.

If you wish to speak to Colette, you must do so before entering Raine's room or the event becomes unavailable.

If possible, purchase the Flying Disk for Colette. Remember that the customizer in Triet can transform Colette's default weapon into the even more powerful Duel Ring.

Speak with this man near the Desert Rose food shop to learn more about the Triet Ruins.

USING THE MONSTER LIST

Enemies previously encountered in battle can be viewed in the Monster List via the Items menu. To view enemy statistics, including strengths, weaknesses and Exp gained, use Magic Lenses on foes during battle.

COLETTE NAMES THE DOGS

Whenever you see a dog, make Colette the onscreen character and then speak to the animal. Naming dogs is a side quest that eventually earns Colette a very cool title. Find and name all the dogs to complete this side-quest. Head back to the House of Salvation to the north and speak to the dog as Colette.

NEW SKIT POINT

Now that Raine is officially a party member, a new skit point is available at the southwestern end of the continent.

TRIET RUINS

Items	Monsters
Lemon Gel	Brown Pot
Memory Gem	Fake
Mumei	Fire Bird
1000 Gald	Fire Element
Apple Gel	Fire Warrior
Stiletto	Scorpion
Savory	Ktugach *BOSS*
Bracelet	Ktugachling
Circlet	
Spirit Bottle*	
Life Bottle	

*Must defeat Fake.

Temple of Searing Flame

After defeating some Fire Element monsters at the entrance, Kratos teaches **Guardian** to Lloyd, **Damage Guard** to Colette, and **Force Field** to Genis and Raine. Approach the raised platform. Raine gains the title, "Archeological Mania". Enter the temple and head down the corridor. Follow the left fork in the path. At the end of the passage, use the Sorcerer's Ring to shoot the rocks off the chest to claim a **Lemon Gel**. Enter the central chamber. Light the wall sconces using the Sorcerer's Ring to raise platforms in the lava chamber. Though the sconces may be lit in any order, you might cut off access to treasure chests accidentally. Proceed in the order listed in the following Puzzle Solution.

Puzzle Solution: Lighting the Triet Ruins Wall Sconces

*1. Enter the lava room through the south doorway. Defeat the lone enemy set to obtain a **Memory Gem**.*

2. Ascend the steps and move left. Lloyd and Raine find a wall sconce. Shoot the Sorcerer's Ring to ignite the wall sconce, raising a platform nearby.

3. Light the wall sconce at the other end of the platform to raise two other platform sections.

4. Return to the passage and reenter the lava room through the east doorway.

*5. Obtain the **Apple Gel** from the chest at the bottom edge of the platform.*

*6. Head to the north edge and open the two chests containing a **Life Bottle** and a **Bracelet**.*

7. Push the two blocks on this platform into the space in the floor so that the wall sconce can be reached.

8. Shoot the wall sconce to raise a platform on the other side of the room.

*9. Ascend the stairs to obtain a **Savory**, the **Mumei** and **1000 Gald**.*

10. Return to the surrounding passage and head to the north doorway.

*11. Follow the platform around a corner until you find a stone block. Push the stone block toward the wall sconce in the nearby wall and drop it into the floor niche. Make sure to check for the **Stiletto** in the treasure chest here.*

*12. Light the wall sconce with the Sorcerer's Ring to raise the final floor section in the room. Go through the area raised and head upstairs. Move upward to the chest containing a **Circlet**.*

Do not open the treasure chest in the north section of the outer passage unless your characters are around level 20. The treasure chest is actually a Fake monster, which is a tough battle for your party at this stage.

However, if you're dead set on jumping into battle, know that the Fake can only be hit by magic. Have Genis and Kratos chain-cast magic while Lloyd defends close to the Fake. Keeping Lloyd close to the monster prevents the Fake from using long-range attacks against the other party members. In a pinch, Colette's Angel Feathers is a great spell to call upon as well.

Trial By Fire

Use a Memory Gem to unseal the Memory Circle at the center of the lava chamber and save your game. Step on the glowing blue ring and warp to the temple chamber.

The warp ring at the center of the lava chamber leads to the seal, and powerful enemies!

FITTING TITLE FOR RAINE

While camping at the ruins, speak to all of the characters gathered around the campfire, and then speak to Colette to continue. Cross the desert back to Triet. After a short scene, Raine gains the title "**Sisterly Love**."

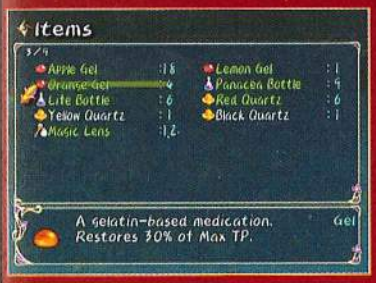
KTUGACH

HP: 5000	S: Fire
TP: 50	EXP: 628
W: Water, Ice	GALD: 85
Items Found: Red Quartz	

KTUGACHLING X2

HP: 1500	S: Fire
TP: 180	EXP: 60
W: Water, Ice	GALD: 15
Items Found: None	

The temple guardians represent the first boss encounter with creatures that have elemental strengths and weaknesses. It's essential that Genis be in the party to take full advantage of their weakness against water or ice spells. Command Genis to use Techs such as Aqua Edge and Icicle. Have him use Orange Gels if he runs short of TP.



Change the strategies of characters so that they fight the same enemy as you. Take out the Ktugachlings first, since they have greater spell-casting abilities. Once the larger creature is alone, attack ferociously, but keep an eye on character HP. Command Kratos and Raine to heal the party as much as needed, and keep everyone's HP over 50%. If the Ktugach manages to cast Eruption, any party member caught in the spell takes over 100 HP damage at the least, which can be detrimental to weakened characters.

OSSA TRAIL

Items
Battle Staff
Melange Gel
Apple Gel
Orange Gel
Fine Guard
Black Silver
Beast Fang
EX Gem Lv1

Monsters
Archer
Axe Beak
Bear
Clumsy Assassin
Guardian-Wind
Hawk
Mandragora
Sword Dancer
Thief
Witch

A Navigable Trail

Navigate along the straightforward path, collecting items from the treasure chests in the area. The party encounters an assassin that wishes to kill the chosen. However, she falls down a hole. Near the exit from Ossa Trail, the assassin breaks out of a mine tunnel and attacks.

An assassin has been hired to kill the Chosen of Mana!

CLUMSY ASSASSIN

HP: 1800	S: None
TP: 131	EXP: 200
W: None	GALD: 128
Items Found: Holy Bottle	

GUARDIAN-WIND

HP: 2000	S: None
TP: 400	EXP: 250
W: None	GALD: 250
Items Found: Magic Lens	

Fighting this duo is a bit like fighting two Bottas at once. Neither enemy has an elemental weakness, so the wise choice of party is Lloyd, Raine, Colette and Kratos. With this group, you can benefit from the capabilities of two healers. The Clumsy Assassin is the weaker opponent in terms of defensive capabilities and HP, so defeat her first. After successfully striking her, defend from her next attack. Take down the Assassin, and then go after her Guardian with aerial attacks.

Danger in the Ossa Trail Mine

The Assassin opens the mine-shaft. Enter the mine and navigate through the tunnels to collect the various items. In the cave where a **Beast Fang** and an **EX Gem Lv1** lie, there is also a black skull. This monster is the Sword Dancer, detailed in the "Side Quests and Sub Events" section of the **Appendices**.

Speak to the black skull in the mine to engage a serious boss.

Unison Attacks Unlocked

Move toward the exit of Ossa Trail to trigger a skit between Lloyd and Kratos. Kratos teaches Lloyd about Unison Attacks, and this feature becomes unlocked for use in combat.

Strike an enemy using the Z Button to start a Unison Attack.

The Eastern Coast

The port of Izoold is just southeast of the Ossa Trail exit. The Guide Post Monument for this region is located near the north coast of the area. Enemies encountered in the northeast continent will probably be too much for a starting party to bear. Avoid crossing the bridge unless the characters are around level 15 or higher.

The Guide Post Monument for the Izoold region is located on the north portion of the continent.

*Search this forest near the northern edge of the Izoold region to find a hidden chest bearing a **Lemon Gel**.*

THE SMALL FISHING PORT, IZOOLD

Items	Monsters
Rice	None
Lyla's Letter	

Rest Assured in Izoold

Change the onscreen character to Colette, and speak to the dog near the entrance to name it. The first house on the left is the inn. The fee is 120 Gald per rest. Resting at the inn should trigger a skit. Speak to a man with a blue beard pacing around in front of the inn to learn of a ship captain named Aifread. Enter the house just above the inn and speak to the young woman with red hair, named Lyla. Follow her to the docks.

Speak to this man to learn of Aifread.

Talk to Lyla in the second building.

*Examine the bird statue in the corner of the house next to Lyla's place to uncover the Wonder Chef. This time, he imparts the Rice Ball recipe and turns over the sole ingredient, **Rice**.*

Fresh Seafood

At the docks, move across the back of the area to find the Deep Blue food shop. Speak to the Katz standing at the back of the wooden platform of the docks to start a game of EB. Move down the center dock and agree to take **Lyla's Letter** overseas.

The Deep Blue food store is located at the rear of the docks.

Speak to the Katz near the docks to play Emotion Balloon. This is an easy way to stock up on valuable tools.

Agree to take Lyla's Letter to Aifread, so that Max must take you to Palmacosta.

EMOTION BALLOON

SPEAK TO THE KATZ STANDING AT THE BACK OF THE WOODEN PLATFORM OF THE DOCKS TO START A GAME OF EB. EB STANDS FOR "EMOTION BALLOON". IN THIS MEMORY GAME, A CERTAIN EMOTION BALLOON ICON IS ASSOCIATED WITH EACH DIRECTION OF THE CONTROLLER'S +CONTROL PAD. WHEN THE KATZ SHOWS A BALLOON, RESPOND SWIFTLY BY PRESSING THE +CONTROL PAD DIRECTION THAT CORRESPONDS TO THE EMOTION BALLOON. IN NORMAL AND HARD MODES, THE KATZ ALSO GESTURES. THE L BUTTON IS A JOYFUL GESTURE, AND THE R BUTTON IS THE CRYING GESTURE. RESPOND CORRECTLY EVERY TIME, AND THE KATZ AWARDS YOU A PRIZE! EB IS A VERY EASY WAY TO STOCK THE PARTY WITH USEFUL TOOLS. TO MASTER EB, JUST WRITE DOWN THE EMOTION BALLOON ASSOCIATED WITH EACH DIRECTION, AND THEN RESPOND QUICKLY EACH TIME USING YOUR NOTES!

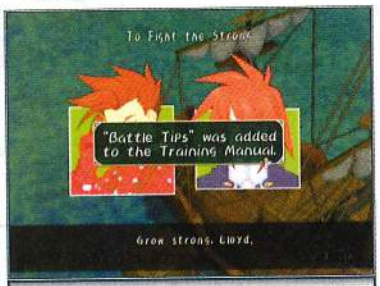
EMOTION BALLOON PRIZES

MODE	ROUNDS	PRIZE
Easy	10	5 Apple Gels
Normal	15	5 Life Bottles
Hard	30	5 Lemon Gels

The Thriving Port Market

The majority of shops are located at the docks. Return to purchase or forge all-new weapons and equipment for the characters when funds or trade items become available. The Ultramarine Customization shop at the docks also offers to provide trade items in exchange for Grade points gained during battles.

Colette should speak to Teddy behind the Seven Seas food shop.



Shortly after arriving at Palmacosta, a skit titled "To Fight the Strong" should become available. View this skit to add the topic "Battle Tips" to the Training Manual.

Be careful with the Grab Bag option at the Ultramarine shop's grade exchange. You never know if the item gained is ultra-rare materials or run of the mill common stuff.

ITEM	GRADE PTS.
Beast Fang	5.0
Magical Cloth	10.0
Black Silver	10.0
White Silver	10.0
Grab Bag	30.0

Items

- Rice
- Egg
- Palma Potion*

**If event is triggered by Cacao.*

Monsters

- None

An Unfortunate Accident

Head south from the docks. Clumsy Colette gets the party into serious trouble by breaking the young woman's Palma Potion. The party cannot leave Palmacosta until they give the adventurers a Palma Potion. You can move past the bullies far enough to enter the Skipper's Haven Inn, where the fee is 200 Gald per night. After procuring a Palma Potion, give it to the thugs standing in front of the inn. Exit town and explore the southeast continent of Sylvarant.

No one leaves Palmacosta until the ruined Palma Potion is replaced.

Desian Harassment

Cross the bridge and enter the second door, which is Marble's tool shop. The party witnesses Desians badgering Chocolat and her mother Cacao. Speak with Cacao and view the shop list for Marble's. Palma's unique potion sells for 1000 Gald per bottle. Purchase the potion and go settle your troubles with the angered adventurers. If you do not have 1000 Gald at the time of viewing the shop list, Cacao suggests taking up a waitress job at the Palmacosta Academy cafeteria.

Desians make trouble for Cacao and her daughter, Chocolat.

In the ladies' bedroom upstairs, check the rear bookshelf to read further literature regarding the Desians.

The Book of Regeneration... Stolen!

Continue heading east until the party catches sight of Governor-General Dorr. Follow Dorr into his building. An impostor took Dorr's Book of Regeneration, and is headed for Hakonesia Peak to the north. The Church of Martel is across from the Governor-General's office. Speak to the pastor inside the church to learn more about the Book of Regeneration. Speak to Chocolat inside the Martel Church for additional information on the situation between Palmacosta and the Desians.

Be sure Colette speaks to Pepe in the courtyard.

Speak to the guard standing outside the Governor-General's building to trigger an optional bonus scene between Lloyd and Kratos.

The Governor-General has lost the required Book of Regeneration.

Palmacosta Academy

The Academy is the building next to the church. Pompous students at the academy challenge Genis to prove his intelligence. If you decline the challenge at first and wish for another chance, speak to the blonde-haired student in the first floor library. The first door in the second floor corridor leads to a practice room where Raine asks some "practice" questions. Your answers to these questions determine how well Genis does on the test.

Examine the hoop-toss stand in the corner under the stairs to find the bizarre Wonder Chef once again. The recipe of the day is **Omelets**, which requires **Rice** and **Egg** to prepare.

Answer the questions correctly in the practice session to score perfect on the test. Regardless of the outcome, Genis is awarded the title, ***"Honor Roll"***.

Palmacosta Academy Challenge Answers

1. Guardian
2. Acceleration due to gravity.
3. I don't know.

Serve Up the Food!

The cafeteria is inside the Palmacosta Academy on the first floor of the building. Speak to the cook behind the counter, who asks Colette to become a waitress. If you triggered the event with Cacao in which she suggests the job, the cook gives a free **Palma Potion** for your effort. Play the Waitressing mini-game as much as you want to earn Gald.

If you didn't trigger Cacao's job suggestion, the cook will NOT give you a Palma Potion. You must buy it!

The trick to being a good waitress is to write down everyone's order! Quickly jot down each order on a scratch pad, as well as the color of the person's hair or some other physical attribute.

Between Palmacosta and Hakonesia Peak

Head north toward Hakonesia Peak. Stop by places such as Nova's Caravan and the House of Salvation during the trip. Nova's Caravan is parked in a small forest due east of Palmacosta. Speak to Nova's two children and his wife regarding a large glowing bird they saw. The daughter on the far left gives the party the **Linkite Nut**.

Aquatic enemies are only encountered on the beaches near Palmacosta.

*Search for a treasure chest behind a lone mountain near the southern coastline to receive an **EX Gem Lv2**.*

Nova's Caravan now provides important clues in the search for Aska.

The Guide Post Monument for the south portion of the continent is located near some mountains just west of Thoda.

Items

- EX Gem Lv2
- Linkite Nut
- Magic Mist

Monsters

- Archer
- Fish
- Giant Beetle
- Grasshopper
- Sea Jelly
- Soldier
- Witch
- Woods Worm
- Wyvern

Return of the Assassin

Stop by the House of Salvation roughly halfway between Palmacosta and Hakonesia Peak. Allow Colette to speak to the dog outside the building. The party again encounters the young woman from Ossa Trail who is determined to kill Colette. Her name is Sheena.

Sheena is the assassin attempting to kill Colette. She waits at the House of Salvation in the Palmacosta region.

The Guide Post Monument for the northern half of the continent lies on a long stretch of land extending off the eastern coast.

Hakonesia Peak

The guards halt your advance when attempting to move through the gates at the top of the path. They direct you to purchase a Pass from the person inside the tower below. The old man inside the building, Koton, is asking an unaffordable price for a Pass. He has the Book of Regeneration. To view the Book of Regeneration, you must bring Koton the Spiritua Statue from the House of Salvation. The priest at the House won't release the statue until the Head Priest returns. Exiting Koton's tower, the party learns that Desians are headed for Palmacosta.

The guards let no one through the gates without a Pass.

Koton will not let you read the Book of Regeneration without the Spiritua Statue.

*Head east from Hakonesia Peak along the line of mountains to find a field treasure chest containing a **Magic Mist**. This accessory allows for quicker escapes in battle.*

The priest inside the House of Salvation won't hand over the Spiritua Statue. You must return later when the head priest has returned.

Public Execution

Return to Palmacosta and stay at the inn. Head to the central square at the east end of town. The party must fight Desians.

Big troubles in Palmacosta.

The person standing near the exit of town requires escort to Hakonesia Peak. Choose the first option to quick jump directly to the peak, or choose the "part of the way" option to go to the House of Salvation.

The False Idol

At the House of Salvation, or Hakonesia Peak, a Palmacosta soldier reveals that Chocolat has been kidnapped! Dorr wants the Chosen's party to head to the Palmacosta Human Ranch. The Head Priest has returned to the House of Salvation. Unfortunately, the Spiritua Statue was lost at the

Bad news from Dorr. Chocolat is being held at the nearby Human Ranch.

Speak to the head priest inside the House of Salvation to learn that the Spiritua Statue was left at Thoda Geyser.

PALMACOSTA HUMAN RANCH

Items	Monsters
Memory Gem	Bowman
Apple Gel	Magnius *BOSS*
Life Bottle	Raybit
Orange Gel	Evil Sorcerer
White Silver	Whip Master
Omega Shield	
Purple Card	
Orange Gel	
Life Bottle	
Blue Card	
EX Gem Lv2	
Red Card	
Melange Gel	
Panacea Bottle	
Apple Gel	
Orange Gel	
Life Bottle	
Mage Cloak	
Orange Gel	

STAY OR GO?

If you choose to return to Palmacosta, skip down to the next section of the book regarding Palmacosta for a walkthrough of events there. Afterwards, return to the ranch and follow the path to the left. Examine the console by the side door and enter the code "**3341**". Via this route, the party enters the facility in the corridor rather than the front lobby.

WE'RE GOING IN!

For the purposes of organization and brevity, the rest of this section is written as if you chose to stay and infiltrate the Palmacosta Ranch. The objectives and encounters remain the same, only the entry point into the facility changes.

Meeting with Neil

The Ranch is located on the east side of some mountains just northeast of the House of Salvation. Walk a short distance into the area. Meet with Neil. You must choose whether to return to Palmacosta to deal with the duplicitous Governor-General, or stay at the Ranch and free Chocolat and the other prisoners.

Choose whether to stay and fight or return to Palmacosta and, …er, fight.

After dealing with Dorr in Palmacosta, use the passcode he provides to sneak in through the side door.

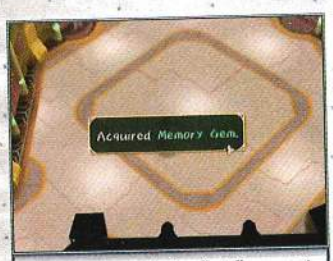
Storming the Gates

Head toward the front gates of the Human Ranch. Fight the soldiers outside the gates, then fight the soldiers in the courtyard.

Although charging through the front gates is not subtle, your party is bound to improve from the experience.

Radar Ring

Use the device just inside the facility to change the power of the Sorcerer's Ring. Using the ring causes the screen to tint green, revealing hidden items and machinery. Head through the door on the left. Defeat the enemy patrol in the first room to receive a **Memory Gem**. Use the Sorcerer's Ring while standing in the first area to reveal a glowing orb near the door. Examine this orb to obtain an **Apple Gel**. Find the rest of the hidden items in this corridor using the Sorcerer's Ring.



*The first enemy in the first floor west corridor carries a **Memory Gem**.*

Use of the Sorcerer's Ring reveals the items hidden throughout this stage.

WHEN ENTERING FROM THE SIDE ENTRANCE

The stairs in this corridor is where the party enters the Ranch if you chose to return to Palmacosta first. Go to the lobby to change the power of the Sorcerer's Ring, then return to this corridor for the items.

Electronic Bridges

Head east from the Sorcerer's Ring device. In the massive room, use the Sorcerer's Ring to reveal more items in the room. Use the Sorcerer's Ring and examine the pedestal near the corner ledge to raise a bridge to the next platform. The Refresher device in the southeast corner restores the party's HP/TP and also sells basic tools. Use the Sorcerer's Ring to see that the Evil Sorcerer enemy in the southeast corner is carrying the **Purple Card**. Defeat this enemy to gain the item. Raise the final bridge and obtain the **Life Bottle** hidden on the platform.

Examine the pedestals while the Sorcerer's Ring is creating a green tint to activate the bridges.

Certain enemies and characters throughout this area carry the three cardkeys required to progress farther.

TURN OFF THE BRIDGES!

As you head back to the exit, turn off the bridges in this room. Otherwise, you won't be able to access an item in the center of the area.

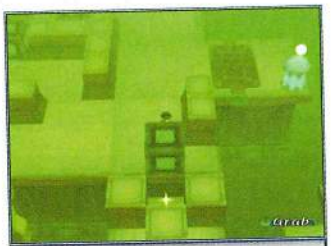
Freeing the Palmacosta Prisoners

In the central room, use the Sorcerer's Ring to reveal the teleport point on the warp ring at the top of the room. Step onto the ring and press the A Button to warp to the level above. Head west into the prison area. Neil assists the party in liberating the prisoners. One of the children gives Lloyd the **Blue Card**.

*Liberate the prisoners to obtain the **Blue Card**.*

The Red Card

Head east from the Memory Circle. Use the Sorcerer's Ring to reveal four boxes that can only be moved while the screen is green. Push the boxes south into the floor niches to create access to the area below, to use the Refresher again if needed. Move east across the upper level and use the Sorcerer's Ring. Use the corner pedestal to create a bridge to the next platform. Cross over and descend the stairs. Colette procures the final **Red Card.**



*Use the Sorcerer's Ring to reveal hidden blocks. Push the blocks into place to reach the hidden **EX Gem Lv2** and to access the refresher downstairs.*

Use the Sorcerer's Ring to reach this area, so Colette can locate the final cardkey.

Warp Point Mayhem

Acquiring all three cardkeys, return to the 2F room with the Memory Circle and use the warp ring at the top of the room. All three cardkeys are required. The party warps to the first of several identical rooms with multiple warp points. The central warp ring of each room can be used to return to the area with the Memory Circle. Use of the Sorcerer's Ring reveals hidden items in each room. However, some of the hidden items actually trigger an extra battle. Use the puzzle solution below to navigate through the multiple warp rooms in the most beneficial manner.

The blue warp ring at the top of the room requires all three cardkeys to activate.

The central ring in each room of the warp labyrinth allows you to return to the start.

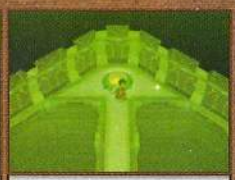
Puzzle Solution: Palmacosta Human Ranch Warp Labyrinth

*1. In the first room, move left and use the Sorcerer's Ring. Take the **Melange Gel** near the warp ring, then step on the yellow warp ring.*

*2. In the second room, move north and use the yellow warp ring. Take the item near the entrance point, an **Apple Gel**. Then use the green warp point at the top of the screen.*

*3. The warp leads to a platform in the middle of the room of bridges. The spiral stairs exists as long as all three bridges in the room are inactive. Run up the spiral stairs and defeat the enemy at the top. Use the Sorcerer's Ring to find a **Panacea Bottle**.*

4. Warp back to the room in the labyrinth. Use the bottom warp point.



*5. Use the red warp point, then head south and use the yellow warp point. Use the Sorcerer's Ring to reveal a **Life Bottle** near the ring. Use the same warp ring to return to the previous room.*

*6. Go north and use the yellow warp. Head left in the next room and use the Sorcerer's Ring to reveal an item, an **Orange Gel**. Use the nearby yellow warp point.*

7. Head north and use the yellow warp point. Use the western red warp point. The party sees Chocolat, and the north blue warp point leads to the boss fight.

PREPARING FOR MAGNIUS

Before meeting Chocolat near the blue warp point at the top end of the warp labyrinth, head down the right platform to find a sealed Memory Circle. Use the Memory Gem to unseal the circle and record your progress. Use items to make sure everyone is close to full HP and TP, and then use the Sorcerer's Ring and step on the blue warp point.

MAGNIUS

HP: 8500	S: Fire
TP: 120	EXP: 675
W: None	GALD: 1700
Items Found: Warrior Symbol, EX Gem Lv1	

Quickly defeat the underlings so you may concentrate better on the boss. Magnius frequently employs the familiar Beast Tech, as well as unique fire-based attacks. If playing as a fighter such as Lloyd or Kratos, launch one combo against him, followed by a quick Tech in Tetra Slash style. Then back away or use Guardian to defend against his imminent retaliation. Fighting Magnius is a lot like facing Botta, except for his higher HP. With Unison Attacks now at your disposal, make sure to use them to level the playing field or even to finish off the Grand Cardinal.

THE PORT CITY, PALMACOSTA

Items	Monsters
Pass	Kilia BOSS

Back in the Port

Stop by Marble's to give Cacao the bad news. Enter the Governor-General's office. Head downstairs.

Cacao is in for some bad news.

Descend into the basement through the side door inside Dorr's office.

KILIA

HP: 10,000	S: Dark
TP: 400	EXP: 500
W: Light	GALD: 500
Items Found: Heal Bracelet	

Although this enemy sports a great deal of HP, she proves less of a threat than Magnius. Characters like Lloyd and Kratos should have a difficult time during the battle due to all of Kilia's physical strikes. After losing half of her HP, Kilia sprouts wings and a tail and begins to hover above the ground. Use Defense Techs frequently to greatly reduce damage inflicted. Try to prevent Kilia from floating into the backfield to interrupt magic casting. The Angel Feathers Tech causes the most damage to Kilia, so make sure that Colette has plenty of TP and that she casts this spell repeatedly.

CARD KEY OR PASS

If you have not defeated Magnius, Dorr gives you a **Card Key** and the code 3341, for use at the Palmacosta Human Ranch. If you already destroyed the Palmacosta Ranch, Dorr gives you the **Pass**, which allows you to go through Hakonesia Peak to the northeastern continent.

ORIENTEERING!

A soldier stands near the canal in the courtyard outside the government building. Speak with him to play the unique mini-game known as "Orienteering". There are no prizes to be gained, but seeking out citizens that match the criteria given for each checkpoint is challenging and fun. Speak to the soldier to gain clues regarding which non-player character represents the next checkpoint. A complete section regarding Orienteering is available in the **Appendices** chapter at the back of this book.

Thoda Island Sightseeing Boat Dock

Items	Monsters
Spiritua Statue	Adulocia BOSS
Mermaid's Tear	Amphitra
Life Bottle	Float Dragon
Circlet	Green Roper
White Silver	Octoslime
Orange Gel	Starfish
Stun Ring	Water Element
Circlet	
Memory Gem	
Ex Gem Lv1	

Washtub Ride to the Geyser

Travel to the Thoda Island Sightseeing Boat Dock on the eastern coast, south of the Palmacosta Human Ranch. Allow Colette to speak to the pooch outside the building. The building doubles as a House of Salvation, so head upstairs and rest for 100 Gald if needed. Speak to Candy at the downstairs counter to obtain a ride to Thoda Island for 200 Gald.

The Thoda boat dock lies on the eastern coast of the continent.

Speak to Candy at the counter to ride a washtub.

Tourists at the Geyser

Another dog at the geyser area requires naming by Colette. Move southeast onto the raised platform. Genis freezes the geyser momentarily so that Lloyd can hop across the ice blocks to the other side. Move in the direction Genis says to obtain the **Spiritua Statue**.

Speak to the pilgrim near the entrance to purchase items.

Follow Genis' commands to get across the ice. This is easy!

Temple of Water

Examine the oracle stone on the raised area. Colette opens a tunnel and creates a bridge to the ledge. Proceed into the temple down the stone stairs. There is a device to change the function of the Sorcerer's Ring to shoot water, ***but do not use it yet.*** Follow the southwest tunnel into a two-level chamber. Go between the two columns on the right through a hidden doorway to reach a ledge with two treasure chests. Shoot fire from the Sorcerer's Ring to ignite the braziers, then shoot water from the ring to fill the buckets on the upper and lower levels of the room. Use the following puzzle solution to accomplish this.

Examination of the pedestal on the raised ledge reveals the entrance to yet another seal.

The device at the base of the stairs changes the function of the Sorcerer's Ring to shoot water.

Head through this hidden doorway to reach two chests containing items on a ledge in the next room.

HIDDEN TREASURE CHEST

KEEP YOUR EYES OPEN FOR THE HIDDEN TREASURE CHEST JUST TO THE RIGHT OF THE ENTRANCE. INSIDE, YOU'LL BE PLEASED TO DISCOVER AN **EX GEM LV1.**

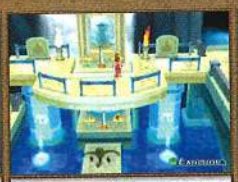
Puzzle Solution: The Temple of Water Trial

In the room with the large scales at the top end, use the Sorcerer's Ring to ignite the two braziers on either side of the scale. The fire powers the device.

Use the device in the first room to change the function of the Sorcerer's Ring so that it shoots water. Enter the southeast tunnel, this time.

One of the enemies in this chamber drops a ***Memory Gem***, which can be used to unseal the Memory Circle near the upper-level scale. Go to the bottom of the area and through the door into the room with the scales.

Push the tall block until it stands directly under the door

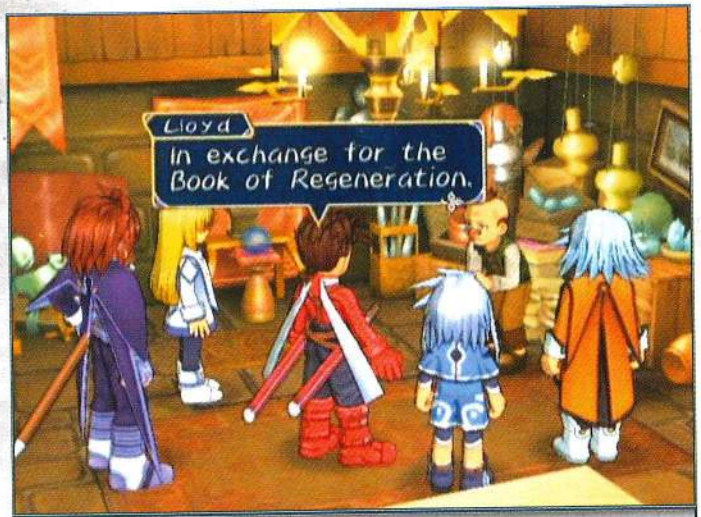


Go back to the upper level and return to the room with the scales. Shoot the right bucket to fill it with water and tip the scale. Return to the lower level.

At the bottom scale, shoot the bucket to the right to fill it with water. The large platform on the left rises to the upper level. Return to the upper level and use the warp ring to reach the Seal of Water.

Koton Keeps His Bargain

Return to Hakonesia Peak with the Spiritua Statue. He lets the party read the Book of Regeneration. Show the Pass to the guards at the gate, and continue to the northeast continent of Sylvarant.



Give the Spiritua Statue to Koton to read the Book of Regeneration.

ADULOCIA

HP: 10,000	S: Water, Ice
TP: 248	EXP: 825
W: Lightning	GALD: 765
Items Found: Mermaid's Tear	

AMPHITRA X2

HP: 2300	S: Water, Ice
TP: 120	EXP: 150
W: Fire, Lightning	GALD: 200
Items Found: None	

Target and eliminate the two Amphitras with Fire and Lightning Techs cast by Genis. Command the mage to use these Techs every turn, or he may cast useless spells. Meanwhile, prevent the monsters from reaching Genis or interrupting his casting time by attacking them with Lloyd's or Kratos' blade Techs. Since the creatures are floating, use Techs such as Tempest or Tiger Blade to strike them. Use Lloyd's Beast Tech to knock the bosses down, rendering them incapable of attacking for a few seconds while everyone heals up or recharges TP.

The sidekicks should be easy to eliminate, but the main boss can fire a horde of bubbles at a character, reducing their HP by as much as 200 HP per attack unless defended against. Keep everyone's HP high by commanding Kratos and Raine to cast First Aid or Nurse every few turns, and by using items in emergencies.

THE CITY OF RUINS, ASGARD

Items	Monsters
Beef	Windmaster BOSS
Kelp	
Figurine Book	

City Hewn from the Mountains

After passing through Hakonesia Peak, head southwest on the field map to the city of Asgard. The Vortex Inn on the left just inside town charges 200 Gald a night. There are two other inns in town, and they are both more expensive. The Gale, Typhoon, Cyclone and Hurricane Customization shops are all up the stairs to the left. The grouchy clerk at Hurricane also trades Grade points for trade items. The Whirlwind shop is the small outdoor stand on the lower level.

Asgard is practically buried in the mountains southwest of Hakonesia Peak.

Be sure Colette speaks to the dog roaming near the Whirlwind tool shop.

Between the shops are the main tourist attractions of Asgard; caves with ancient murals depicting the events and wars of long ago.

HURRICANE GRADE EXCHANGE

ITEM	GRADE PTS.
Beast Fang	5.0
Magical Cloth	10.0
Black Silver	10.0
White Silver	10.0
Beast Hide	8.0
Mermaid's Tears	15.0
Grab Bag	30.0

Raine's Mania Continues

Head to the back of the first area of Asgard and proceed through the crumbling archway. Ascend the stairs until Raine begins lecturing everyone about the importance of the site. While Raine elaborates, slip around the outskirts of the massive altar to the rear. Two men are preparing to blow the entire ruin sky high. Head to Linar's house at the eastern edge of Asgard. After Harley angrily kicks out the party, return to the Asgard Ruins to speak with the Mayor.

Proceed through the archway and up the stairs to trigger events.

As Raine lectures, go behind the altar to discover Linar and Harley, up to no good.

Linar's house is a two-story structure at the east end of town.

Speak with the mayor at the ceremonial site to begin the summoning ceremonies.

WINDMASTER

HP: 10,000	S: Wind
TP: 220	EXP: 1325
W: None	GALD: 800
Items Found: Map of Balacruf, Talisman	

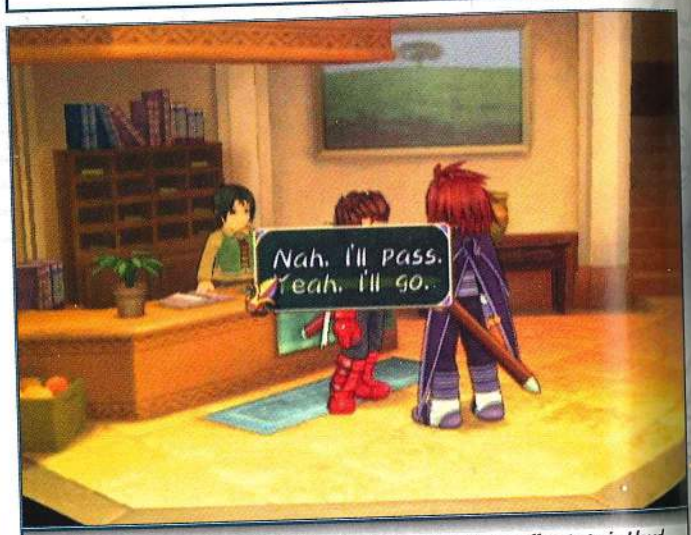
Create a First Aid shortcut for whichever healer is currently in the party—either Raine or Kratos. Assign the ability to the appropriate direction on the C Stick. This way, you can command the healers to replenish your health more quickly. The Windmaster's main attack is a spinning move. With the large scythe attached to his lower section, he can render almost 500 HP damage instantly. Try keeping your character above 500 HP at all times by calling often upon the healing arts of others.

While you try to keep the monster occupied by attacking it physically, command the Auto characters to use their most powerful spells and Techs against it. Replenish spell-casters TP immediately with Orange Gels, so that they will not resort to physical attacks when TP runs out. The Windmaster provides quite a fierce challenge, so use Life Bottles as necessary to stay ahead of the game.

Locating the Wind Shrine

Return to Linar's house to see how Raine's translation of the Map of Balacruf is coming along. Be sure to upgrade everyone's equipment before setting off to Balacruf Mausoleum.

*Find the Wonder Chef in Asgard by examining the phonograph in the upstairs bedroom of Linar's house. The fabulous chef teaches you how to make the **Meat Stew** recipe, and turns over the ingredients **Beef** and **Kelp**.*



Stay another night for 400 Gald at the Cool Breeze Inn. Kratos offers to train Lloyd further. Choose the second option to go with him for an additional scene of bonding.

FIGURINE COLLECTING

Speak to Harley at his workshop on the level below Linar's house to obtain the **Figurine Book**. To activate this item, you must visit Lloyd's dad Dirk way back in the Iselia region. A proper time to return to Dirk's House is detailed further on in the walkthrough. Note: The Figurine Book cannot be obtained until after the Asgard Human Ranch is destroyed.

SYLVARANT, NORTHEAST CONTINENT

Items
EX Gem Lv2
Strike Ring

Monsters
Archer
Dragon Rider
Fish
Giant Beetle
Grasshopper
Harpy
Marcroid
Minicoid
Sea Jelly
Soldier
Starfish
Velocidragon
Warrior
Witch
Woods Worm

Asgard's House of Salvation

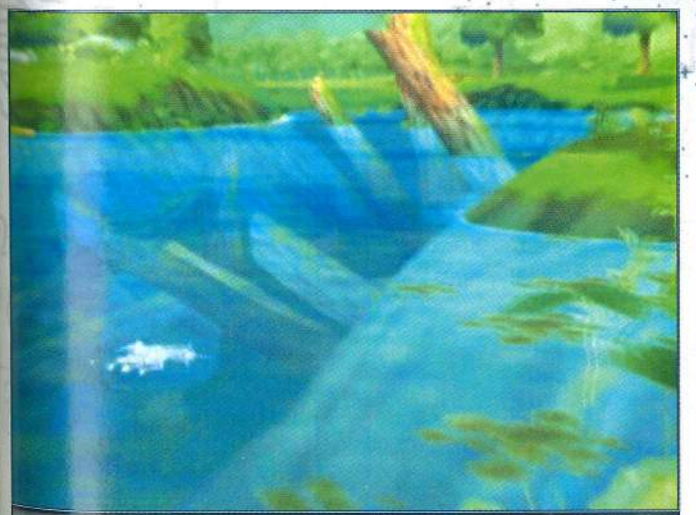
Rest for 100 Gald at the House of Salvation north of Asgard.

With Colette as the main character, speak to Monmon walking the path.

Conversing with the man inside the House of Salvation triggers a longer scene at nearby Lake Umacy.

Pleasant Lake Umacy

Farther north of the House of Salvation, beautiful Lake Umacy sits on a raised plateau. If you previously spoke with the man at the House of Salvation near Asgard who mentions a unicorn, the group spots the creature trapped under the water.



The Unicorn in the lake is eventually freed, but more events must transpire first.

STRANGE NEW WOODLAND CREATURES

You might encounter the rare Marcroid monster while running through woods on the field map. A Marcroid is an enlarged version of a Minicoid. When struck, four Minicoids fall from the creature and attack. All four Minicoids must be eliminated before the Marcroid will suffer any damage from your blows.

Asgard Region Markers and Skit Points

Skit point markers in three locations around the eastern Asgard region allow Lloyd to have additional conversations with Kratos, Raine and Colette. Head due north from Luin to the Tower of Mana. Just northeast of the tower is a field treasure chest containing an **EX Gem Lv2**.

The Guide Post Monument for the entire eastern region of the continent is located at the base of a mountain near the north coast just a short distance above Luin.

THE CITY OF HOPE, LUIN

Items	Monsters
Cod	None
Kelp	

A Quiet Lakeside Town

Follow the road northwest from the House of Salvation to Luin, which is situated on an island. Visit the shops near the entrance, and then proceed along the dirt path to the fountain area. The mysterious female assassin appears again. Examine the steaming pig-shaped pot beside the counter inside the Crossroads tool shop to find the Wonder Chef. He teaches the **Seafood Stew** recipe.

Stop by Luin to visit and shop, before anything changes...

BALACRUF MAUSOLEUM

Items	Monsters
1800 Gald	Arachnid
Beast Fang	Gargoyle
Memory Gem	Guardian-Lightning BOSS
Iron Guard	Harpy
Blue Ribbon	Iapyx BOSS
Beast Hide	Melting Pot
EX Gem Lv2	Resolute Assassin BOSS
Blue Ribbon	Skeleton
	Wind Element

Unsealing the Tomb

Outside the temple, head to the straw awning on the far side of the area. Tucked behind the traveler is an obscured chest containing **1800 Gald**. Ascend the central stairs, and Colette opens the temple door.

Open the chest tucked behind this traveler to obtain a hefty sum.

Blinded by the Wind

The sign to the east of the entrance cannot be read in the dark. Use the Sorcerer's Ring to ignite the nearby brazier. A strong wind whiffs out the flames immediately. The floor-spike trap near the entrance impales the character immediately, regardless of timing. Instead, ascend the stairs near the entrance and cross the floor-spike trap on the upper level. (Walk slowly across the floor to avoid triggering the trap.) Use the Sorcerer's Ring to ignite the braziers beside each plaque at the corner, then read them.

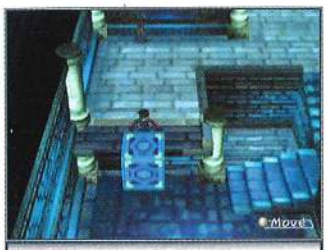
The wall plaque cannot be read because wind blowing through the tunnel extinguishes the brazier.

Cross the upstairs floor trap to avoid damage.

Read this plaque to learn how the clues relate to the colors of the windmills in the next chamber.

Shutting Off the Wind Machine

Push the box off the ledge to the level below. Descend the stairs and defeat the enemy en route to obtain a **Memory Gem**. On the lower level, push the box onto the floor plate with similar markings to shut off the wind draft. Light the brazier east of the entrance and read the wall plaque. Use the Memory Gem to unseal the Memory Circle in this area.



Push the box off the ledge and onto the floor plate to shut off the wind.

Avoiding Death from Plaque to Plaque

Move carefully up the central passage, avoiding the slamming spikes. Ascend the stairs and head north to another wall plaque, this one already lit. Ignite the braziers standing to either side of the north door. Though the exit is open, you still need more clues to solve the puzzle in the room beyond. Head down the stairs. Read the wall plaque at the bottom. Head south to find another box. Push the box east onto another floor panel to stop the wind currents in this area. Go south to open a box containing a **Beast Hide**. Ignite the central brazier in order to read the wall plaque on the west wall. Return to the west side of the chamber. Light the brazier at the bottom of the stairs and read the wall plaque. This plaque describes a final solution to an upcoming puzzle.

Read all the plaques in the Mausoleum, to learn how to get through the dungeon.

Push another box onto a floor panel to stop two wind currents on the east side of the Mausoleum.

Ignite the brazier in the southeast part of the room to read the wall plaque to the left.

Chamber of the Windmills

Examine the device in the alcove under the north exit and change the function of the Sorcerer's Ring so that it emits a blast of wind. Go north into the next chamber full of windmills. Use the Sorcerer's Ring to start the windmills in the sequences described in the riddles of the previous chamber.

Change the function of the Sorcerer's Ring before proceeding to the next chamber.

Spin the windmills by blowing on them with the Sorcerer's Ring in the order described on the plaques in the previous chamber.

Puzzle Solution: Balacruf Mausoleum Windmills

To solve the puzzle, use the wind blast function of the Sorcerer's Ring to make the windmills spin in a certain order, according to the clues imparted in the wall plaque riddles scattered throughout the temple. Correctly starting the windmills spinning in a proper sequence causes two hidden items to be revealed and then unlocks the north door. After successfully entering a sequence, use the Sorcerer's Ring to stop all the windmills before starting them spinning again.

Use the Sorcerer's Ring to start the windmills in the following order:

- Start the red windmill on the left.
- Start the green windmill on the right.
- Start the yellow windmill on the right.
- Start the white windmill on the left.
- Start the blue center windmill.

A section of wall breaks open on the east side of the room, revealing an enemy and a box containing an **EX Gem Lv2**. Stop all the windmills using the Sorcerer's Ring on each, then start them again in the following order:

- Start the blue center windmill.
- Start the red windmill on the left.
- Start the yellow windmill on the right.
- Start the white windmill on the left.
- Start the green windmill on the right.

Another section of wall crumbles, this time revealing an enemy and box on the left wall containing a **Blue Ribbon**. Stop all the windmills and then start them again in the following order:

- Start the red windmill on the left.
- Start the yellow windmill on the right.
- Start the green windmill on the right.
- Start the white windmill on the left.
- Start the blue center windmill.

An unlocking sound emits from the north door. Examine the north door to open it and proceed to the seal of wind.

Iapyx

HP: 14,000	S: Wind, Lightning
TP: 88	EXP: 1324
W: None	GALD: 2000
Items Found: Paralysis Charm, Spirit Bangle	

The close-range melee attacks of the monster cause intense amounts of damage. Plus, the monster warps around the area. There's no way to prevent it from attacking and interrupting magic casters. Characters that attack mainly by striking at close range should have extreme difficulty surviving the battle. The advisable way to confront Iapyx is with the magic attacks of Colette, Raine and Genis. Genis' Wind-based and Lightning-based Techs are useless against the monster, but any other Tech suffices. Unless you are playing as one of these characters, stand away from the boss and command the others to cast applicable magic. Meanwhile, play the healer and use items or Techs to restore HP and TP by opening the Combat Menu frequently. Keep tabs on your progress by using a Magic Lens on the boss. When its HP drops below 2000, charge the monster and strike it with powerful sword Techs to end the battle.

Resolute Assassin

HP: 4500	S: None
TP: 164	EXP: 300
W: None	GALD: 450
Items Found: Dark Bottle	

Guardian-Lightning

HP: 5500	S: None
TP: 400	EXP: 250
W: None	GALD: 250
Items Found: Fine Pellets, Magic Lens	

While exiting the Mausoleum, try to fight as few battles as possible. Cook a meal to restore the party's HP/TP before reaching the entrance. Near the mausoleum's door, the female Assassin makes another attempt on Colette's life! This time, the Assassin has only slightly fewer HP than the Guardian. However, she should still be your first focus of attack. Employ pretty much the same strategy as the previous battle, except use Genis' non-Lightning Techs against the Guardian.

THE CITY OF DEVASTATION, LUIN

Items	Monsters
None	None

Streets of Debris

Proceed to the fountain area to encounter the assassin from Balacruf. Sheena Fujibayashi joins the party.

Visit the destroyed fountain in Luin to recruit Sheena, a powerful warrior with ninja skills.

ASGARD HUMAN RANCH

Items	Monsters
Beast Hide	Spearman
White Robe	Evil Sorcerer
Iron Bracelet	Whip Master
Memory Gem	

Plan of Infiltration

Defeat the Desian patrol outside the Ranch to acquire disguises. Grab the **Beast Hide** to the right in the courtyard, and then enter the Ranch. Go through the northwest door in the lobby. Inside the Exsphere factory, navigate toward the northwest corner of the room. Defeat the enemy patrolling near the chest containing an **Iron Bracelet** to obtain a **Memory Gem**.

An item is tucked in the chest to the right in the courtyard.

Head to the northwest corner of the Exsphere factory.

Camping Near Luin

Return to Luin. Speak to the swordsman standing near the ruins of the former shop. When Kratos reminds Lloyd to train, choose "Yeah, you're right" to view an additional scene.

Speak to this survivor at Luin to engage Kratos in an extra training scene.

THE VILLAGE OF ADVENTURERS, HIMA

Items	Monsters
Rice	None
Cheese	
Desian Orb	

Going West

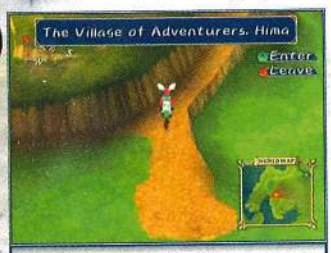
Exit Luin via the fountain area. Head west on the field map. North of Luin is a field treasure box containing a **Technical Ring**. A little farther north is a skit point involving Raine. The Guide Post Monument for the western half of the continent is located southeast of Hima, behind the mountains. Nearby is a skit point featuring Colette. Nova's Caravan is parked near the coastline west of Hima. Speak to Nova to remember clues regarding the glowing bird.

Grab the Technical Ring from the treasure box in the field north of Luin.

Search this peninsular area to find the Guide Post Monument for the Hima region.

Finding Pietro

Allow Colette to name the dog standing outside Hima's inn. The merchant standing under the awning to the right of the inn sells items, weapons, and customizes as well. Be sure to upgrade the equipment of all characters. Enter the inn and speak to the woman on the stairs. You may stay at the inn for 240 Gald per night. Examine the steaming pot against the back wall of the first floor room inside the inn to find the Wonder Chef. He instructs the party how to make **Risotto**, and provides the ingredients **Rice** and **Cheese**. Ascend the mountain path. After a short scene with Pietro, the party acquires the **Desian Orb**. Allow Colette to speak with the dog near the gravesites. Continue to the top of the mountain to view the Tower of Salvation. A man speaks to the party about riding dragons.



Hima is located behind the mountain range to the far southwest of Luin.

After speaking with the lady at the inn, head up the mountain path.

*Confront the woman and Pietro near the gravesites to receive the **Desian Orb**.*

At the top of the mountain, a man sets up a business for selling dragon rides.

ASGARD HUMAN RANCH

Items	Monsters
Cleric's Hat	Energy Stone *BOSS*
Lamellar Leather	Kvar *BOSS*
Pellets	Raybit
EX Gem Lv2	Spearman
Card of Earth	Evil Sorcerer
Stun Charm	Whip Master

Secret Entrance

Return to the Asgard Human Ranch. Examine the boulder near the entrance to uncover a secret entrance with the help of the Desian Orb. Defeat the Desians in the control room. Raine determines that the party must split into two groups. Speak to the two characters you wish to accompany Lloyd and assign them to the "infiltration" group.

Examine the boulder near the entrance to find a secret way into the Ranch.

Choose two characters to accompany Lloyd, and then set off to infiltrate the facility.

UNCERTAIN WHOM TO CHOOSE?

THE GROUP THAT LLOYD CHOOSES MUST EVENTUALLY FIGHT KVAR, THE BOSS OF THIS STAGE. CHOOSE EITHER RAINE OR KRATOS FOR THEIR HEALING ABILITIES, AND THEN ANY OTHER CHARACTER.

The Infiltration Group

The central device in the lower portion of the control room allows the party to purchase basic tools or completely recover. First explore the Exsphere storage room northwest of the control center. Grab the items from the chests in both aisles. Examine the device in the lower west corner of the room and choose the "Shutdown" option to stop the machinery. Proceed through the southwest door in the control room to the familiar factory area. Examine the Sorcerer's Ring device to change the function of the ring. The firing range of the ring is extended. Run along the moving conveyor belts and fire the Sorcerer's Ring into the center. Hit all six cylinders to stop the conveyor belts. Proceed to the northwest corner of the factory. Take the **EX Gem Lv2** from the chest and continue into the next room. Use a Memory Gem to unlock the Memory Circle near the warp point and save your game in preparation for the upcoming boss. Step on the warp point. The scene shifts back to the control room, and the deactivation group.

Stop the machinery in the chamber northwest of the control room, or you will not be able to shut down the entire factory.

Examine the control panel on the west side of the factory room to learn how to shut down the conveyors.

Move against the conveyor belts and fire at the six cylinders in the center of the factory.

The Deactivation Mission

Leave the control room through the southeast door and go through the lobby to the courtyard. In the courtyard, navigate into the area between the storage crates. Push the first crate inward, then move around it and push the crate into the passage. Drag the two boxes away from the door and push them aside. Head northeast in the corridors. Go through the open doorway and examine the blue floor plate. The door to the chamber on the right opens, and yet seals the room you are in. Grab the **Card of Earth** from the chest and enter the west door. Defeat the Desians to release the prisoners. Continue through the lower level door in the west wall. Take the **Stun Charm** from the treasure chest and examine the floor panel to slide the nearby door. You are sealed in the area, therefore…

Return to the prison area, and head through the south door. Access to both switches is now available. Defeat the Raybit enemies to deactivate both switches. The action switches back to the infiltration group. Save your progress at the Memory Circle, then step on the warp ring and proceed to Kvar's room.

Rearrange the crates to reach the door in the northeast corner in the courtyard.

Examine the floor panels at the east and west sides of the corridor to reposition the doors.

Free the slaves in the central chamber, then use the chamber to move between corridor sections.

Defeat the Raybits hovering over the floor switches.

KVAR

HP: 10000	S: Lightning
TP: 340	EXP: 1680
W: None	GALD: 1500
Items Found: Holy Ring, EX Gem Lv1	

ENERGY STONE X3

HP: 5500	S: Water, Wind, Fire, Earth, Lightning, Ice, Light, Dark
TP: 100	EXP: 300
W: None	GALD: 765
Items Found: None	

Defeat the three Energy Stones Kvar employs, then focus on the Ranch master. Kvar employs Lightning Strike and Spark Wave attacks frequently. He is resistant to lightning, so command Genis to cast other types of spells. He attacks so swiftly that it is next to impossible to defend yourself in time. Keep a sharp eye on your HP, and back away to use recovery items as needed.

Recuperation in Asgard

The party returns automatically to Asgard and rests. Stop by the Asgard ruins to find the Fake Chosen's Group, trying to pass themselves off as the heroes. There are several other places the Fake Chosen Group can be encountered, as detailed in the **Appendices** chapter.

The Fake Chosen's Group tries to pull a scam at the Asgard altar.

TOWER OF MANA

Items	Monsters
Memory Gem	Grim Reaper
Armet Helm	Living Doll
Lunar Guard	Living Sword
Moon Robe	Specter
EX Gem Lv2	Iubaris *BOSS*
Stinger Ring	
EX Gem Lv2	
Iron Mail	
Boltzman's Book	

Key to the Tower

Return to Hima. For a shorter trip, return to Luin. There is a traveler near the fountain who requires escort to Hima. Agree to guide him and the party quick jumps to Hima. In front of the inn at Hima, the party saves Clara from death. The monster flees, dropping the **Tower Key**.

This poor guy in Luin needs an escort to Hima. This serves as a temporary quick jump function between the two towns.

*Stop the slaughter in front of the Hima inn to obtain the **Tower Key**.*

The Party Splits Again

Travel to the Tower of Mana north of Luin. Use the key to unseal the front door and enter. To enter the tower, the party must split into two groups. Lloyd and Colette must go in the first group, plus one other member. Choose Raine or Kratos, and proceed through the northeast door.

Inside the tower lobby, three members must stay behind. Choose a third member to go with Lloyd and Colette.

Channeling the Light

Ascend the spiral ramp. The second enemy group on the ramp drops a **Memory Gem** when defeated. In the room at the top of the spiral ramp, use the Sorcerer's Ring to burn the red curtain at the top of the room. A ray of light appears in the chamber. Move the mirror object to the center point of the room to split the light in two directions. Head through the west door. On the balcony, use a Memory Gem to unseal the nearby Memory Circle and save if desired. Examine the machine at the bottom of the balcony to change parties.

The default function of the Sorcerer's Ring allows you to burn red curtains throughout the Tower.

Push the split mirror block to the center of the room to open the exit.

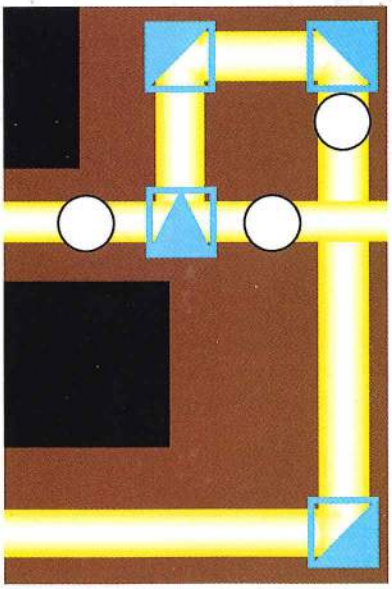
Done with Mirrors

The top door in the tower foyer is open. Proceed into the next chamber. Use the Sorcerer's Ring to burn the red curtain to the left. Move the mirror object to the center point of the room to bend the light toward the north door. Proceed north. In the large two-level chamber, move left from the entrance and use the Sorcerer's Ring to burn the red curtain. Rearrange the four mirror objects to reflect the beam of light to the three spherical objects in the room. Set the mirrors in the positions shown in the diagram below. Proper arrangement creates bridges of light between the balconies above.

Convergence

Proceed through the connecting chambers and follow the spiraling ramp to the top. Cross the bridge of light formed over the two-level room. Guide the second party over the two newly formed light bridges and join the rest of the party members near the warp point. Rearrange the party to include Colette, and make sure everyone is properly equipped before stepping on the warp ring.

The lower warp ring takes the party to the seal, and a tough boss fight!



IUBARIS

HP: 16,800	S: Fire, Lightning, Light
TP: 1500	EXP: 2650
W: Dark	GALD: 2500
Items Found: Brass	

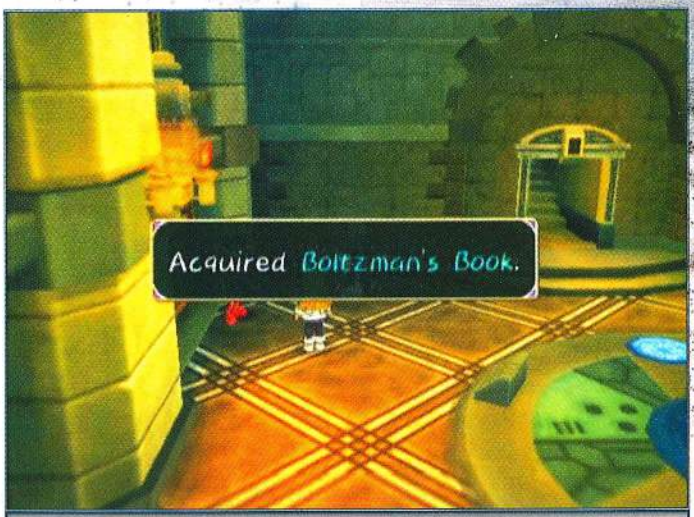
Lloyd and Colette should attack the horse creature to keep it busy, while Genis and Raine cast magic from the back field. If the monster KO's a character, use a Life Bottle on them quickly and try to knock the monster back away from the magic casters. Since most of the creature's attacks can penetrate defense fairly well, use Defensive Techs to reduce damage to frontline fighters.

NO SPEAKING TO DOGS FOR A WHILE!

Following the battle atop the Tower of Mana, Colette loses the ability to speak. Until the resolution of imminent events, Colette remains unable to name dogs until certain events transpire.

Boltzman's Book

Return through the Tower of Mana to the entrance. Examine the bookcase in the northwest corner of the foyer to find **Boltzman's Book**.



Search the upper left bookshelf in the Tower entrance to obtain Boltzman's Book, describing a curative method requiring a Unicorn Horn.

LAKE UMACY

Items
Aquamarine
Unicorn Horn

Monsters - Thoda Geyser
Float Dragon
Green Roper
Octoslime
Starfish
Undine BOSS
Water Element

Sheena's Secret Gift

After Sheena joins the party and after speaking to the man inside the House of Salvation in the Asgard region regarding the unicorn, visit Lake Umacy north of Asgard. Return to the Thoda Island Geyser and reenter the Temple of Water. In the room where Colette broke the seal, fight and defeat Undine.

At Lake Umacy, Sheena reveals how she can rescue the Unicorn from the bottom of the lake.

UNDINE

HP: 13000	S: Water, Ice
TP: 320	EXP: 2110
W: None	GALD: 765
Items Found: Guardian Symbol	

Sheena must be in the party to attack Undine. While two fighters such as Sheena and Lloyd attack the creature up close, two magic casters such as Raine and Genis should provide support from the rear. Command Genis to cast spells with other than Water or Ice elemental qualities. Also, command Sheena to summon Corrine. Meanwhile, if you are on the frontlines then attack Undine until she begins to cast magic. At the moment of her casting, use Defense Techs to lower damage received. Continue assaulting her until she relents. The best way to avoid Undine's Spread spell is to guard and backstep. Keep this in mind if you see her begin the spell.

The Rejuvenation of Pietro

Go back to Lake Umacy after defeating Undine. Sheena summons the water spirit to revive the Unicorn. The creature bestows upon Colette the **Unicorn Horn**. Raine gains the title, "**Grand Healer**" and the **Resurrection** Tech. At Hima, enter the second floor room of the Inn. Raine uses the Unicorn Horn and Boltzman's Book to heal Pietro. Leave Hima and return to Luin. Pietro stands near the town entrance. Speak to him if you wish to donate Gald to the reconstruction of Luin. Rebuilding the town is a side quest detailed in the **Appendices** chapter at the back of this book.

Rescue the Unicorn at Lake Umacy to receive the Unicorn Horn.

Visit Pietro at the inn in Hima.

Pietro leads the efforts to rebuild Luin. Donate 5000 Gald right away, if you can spare it.

Tying Up Loose Ends in Sylvarant

Complete several side quests now before returning to Hima and riding the dragons to the Tower of Salvation. Head south from Hima to the bridge connecting the north and southwest continents. Return to Ossa Trail and defeat the Sword Dancer monster in the mines before the scene with Lloyd and Colette on the Hima mountain top. Return to Dirk's House and speak to him. If you obtained the Figurine Book from Harley at Asgard, Dirk begins processing pellets into action figures of the characters. Regardless of whether you have the figurine book, Dirk gives Lloyd several items.

Dirk engages in pellet processing and figurine crafting, when Lloyd returns home with the Figurine Book.

The Sylphs

Visit Balacruf Mausoleum and navigate to the seal on top of the temple to battle the Sylphs. If you wait until later to defeat the Sylphs, they will have more than 10,000 HP each.

Return to Balacruf Mausoleum to form a pact with another Summon Spirit.

FAIRESS

HP: 6190	S: Wind
TP: 250	EXP: 690
W: None	GALD: 285
Items Found: Saffron	

YUTIS

HP: 6480	S: Wind
TP: 80	EXP: 770
W: None	GALD: 290
Items Found: Sage	

SEPHIE

HP: 7320	S: Wind
TP: 220	EXP: 880
W: None	GALD: 320
Items Found: Savory	

Set all characters to the Attack Same strategy to eliminate the Sylphs one by one. Though normal boss strategy is usually to defeat the weaker sidekicks first, the varied abilities of the Sylphs call for a change in pecking order. Sephie, armed with a sword, is capable of inflicting the most damage and attacks frequently. Take her down first. Yutis with the bow should be your next target, since her arrow shots interrupt magic casting and summoning. Fairess, equipped with a shield has the greatest defense and attacks less frequently, so defeat her last. For defeating the Sylphs, Sheena also acquires new summon abilities and the **Opal**.

God of Fire

Navigate to the center warp point of the Triet Ruins, and return to the room of the seal. Defeat Efreet now, because its HP rises to 30,000 if you wait until later in the game.

Return to Triet Ruins on the southwest continent of Sylvarant to take on yet another powerful Spirit.

STOMP THAT FAKE!

Open the treasure chest at the north end of the passage to encounter a Fake monster. By using magic (Fake's immune to Physical attacks), this creature should be easy to defeat. An **All-Divide** and a **Spirit Bottle** are gained in the undertaking.

EFREET

HP: 18000	S: Fire
TP: 850	EXP: 2430
W: None	GALD: 945
Items Found: Attack Symbol	

Take on Efreet with Sheena, Lloyd, Raine and Genis or Colette. Raine must heal the party often, but if characters die, she casts Resurrection, which takes longer. Use Life Bottles to revive fallen allies rather than waiting for Raine to cast magic. Make sure that Raine, Genis or Colette retains plenty of TP by using Orange Gels as needed. If Efreet begins to cast magic, break off from attacking and defend to reduce damage from his Eruption spells. Constant use of items and healing Techs is crucial to survival. Upon the battle's conclusion, Sheena makes the pact and obtains the **Garnet**.

TOWER OF SALVATION

Items	Monsters
None	Remiel *BOSS*
	Kratos *BOSS*
	Yggdrasill *BOSS*

Dragon Riders

Ascend to the top peak of Hima. The merchant allows the Chosen's Group to ride the flying dragons to the Tower of Salvation for free. When Raine instructs the group to rest, speak to the other characters to score brownie points with each. Then speak to Colette and agree to go to the summit. After events play out, leave Hima. A skit involving Kratos and Lloyd soon becomes available. Kratos makes the "Mastering" section of the Training Manual available. At the peak of Hima, the characters mount the dragons and ride to the Tower of Salvation.

Ride the dragons from Hima's peak to the Tower of Salvation.

STOCK TO THE MAX!

To have any hope of defeating the upcoming challengers, carry plenty of recover items to the Tower of Salvation. Stock up to 20 each of Apple Gels, Orange Gels and Life Bottles.

Ground-Shaking Events

Enter the Tower of Salvation and proceed to the warp ring at the back of the interior. Remiel must be defeated. If the player loses against the successive enemies, the game continues regardless. The third boss cannot be defeated during an initial game. Only in a replay game, by applying replay bonuses, can Yggdrasill be defeated.

The party is surprised in more than one way inside the Tower of Salvation.

REMIEL

HP: 16,000	S: Light
TP: 258	EXP: 2795
W: None	GALD: 1840
Items Found: EX Gem Lv1, Rune Bottle	

The angel attacks with strong holy magic, so quickly that defense is nearly impossible through half the battle. Meet Remiel with physical strikes as well as magic Techs cast by Genis. The angel is strong versus Light, so make sure that Raine is not attempting to cast Photon against him. Revive fallen characters with Life Bottles rather than Raine's Resurrection spell, and if she is a CPU controlled character then set her Strategy to Support, to make sure that she casts spells like Barrier and Nurse. Meanwhile, hit Remiel with at least one Unison Attack during the battle and try to make him stagger as often as possible. After this battle, take the time to cook up your best recipe to prepare for what's coming next.

KRATOS

HP: 22,500	S: Light
TP: 1500	EXP: 3280
W: None	GALD: 2900
Items Found: EX Gem Lv3, Life Bottle	

Defeating the traitor Kratos is extremely difficult, but possible. Raine should act the same as in the previous battle. Keep a constant eye on the HP and TP meters of all characters, and use every item you've got to sustain the party. Avoid trying to chain together too many attacks, or Kratos may inflict severe damage.

Instead, strike him with a regular three or four hit combo and then defend against his next attack. Kratos employs an extended thrust attack wherein he strikes the character several times and then finishes off with a lightning attack. The combo lasts longer than any character can defend, and causes Guard Break constantly. The key is to use the Defense Techs that Kratos himself taught to the party, to reduce the damage sufficiently. If you still lose to Kratos, the game continues anyway.

SYLVARANT BASE

Items	Monsters
EX Gem Lv2	Evil Warrior
Straw Hat	Foot Soldier
Protect Ring	Raybit

Betrayed and Captured

Head north in the corridor. A refresher vending machine is on the catwalk over the hangar, and there is a Memory Circle at the other end.

Use the refresher and Memory Circle on the catwalk before proceeding.

Multi-Room Puzzle

Change the function of the Sorcerer's Ring. In the south portion of the large room, push the blocks to form bridges between the platforms in the room. Use the blue block to open the stairway to the lower floor, and use the other two blocks to create a bridge through the water in the chamber below.

Yet another complex puzzle must be solved inside the Sylvarant Base.

Puzzle Solution: Sylvarant Base Multi-Room Puzzle

1. Push the two blocks onto the lift to form a bridge from the top of the stairs to the platform. Push the blue block off the platform.

2. Push all three blocks to the east side of the room. Form a bridge in the wide space between the two platforms, as well as the small space to the right. Then you may reach the chests containing the **EX Gem Lv2** and the **Straw Hat**.

3. Push the blue block onto the blue floor panel to reveal a stairwell nearby.

4. Push the two remaining blocks back onto the floor lift in a vertical line. Descend the stairs to the room below.

5. Fire an electric orb at the column north of the control panel to power the lift. Examine the control panel and lower the lift with the boxes. Cross the boxes to the south side of the room.

6. Use the Sorcerer's Ring to charge the column at the base of the platform, then examine the console to drain the water from the aqueduct.

7. Cross back to the north part of the room and push the blue box into the empty aqueduct. Then use the stairs to descend into the trench and push the box left onto the blue floor panel. The lock is released and you may exit through the south door.

HIDDEN CHEST!

A TREASURE CHEST IS HIDDEN AT THE FOREFRONT OF THE PLATFORM OF THE WATER DRAINAGE CONTROLS. IT CONTAINS A **PROTECT RING**.

Journey to Another World

Head west to the hangar. The characters board the Rheairds and travel to the other world of Tethe'alla.

The Rheairds allow the heros to travel to Sheena's mysterious world.

FOOJI MOUNTAINS

Items
EX Gem Lv2
Cool Orbit
Card of Fire
Misty Robe
Black Onyx

Monsters
Black Bat
Egg Bear
Hare
Night Raid

Bumpy Landing in a Strange World

Descend the mountain path, collecting the items from the chests along the route.

*At the fork in the path, head left to find a chest containing a **Misty Robe**. Then return to the main path and exit the area.*

TETHE'ALLA

Items
Super Pellets
Reverse Doll
Anti-Magic Bottle
Rune Cape
Resurrection Ring
EX Gem Lv4
Sephira
Rare Pellets
EX Gem Lv3
Elven Boots

Monsters – Meltokio Region
Black Bat
Egg Bear
Hare
Night Raid
Rogue
Seaspin
Super Star

The Flourishing World

Travel north toward the major imperial city, Meltokio. A treasure chest on the field map south of the Fooji Mountains contains **Super Pellets**. Another field chest in a canyon near the western coastline contains an **Anti-Magic Bottle**. East of the Fooji Mountains is a skit point involving Raine.

*A field chest buried in the forests west of Meltokio contains a **Reverse Doll**.*

Head west from the House of Guidance to find the Guide Post Monument for the Meltokio region.

House of Guidance

Follow the east coastline north until you reach a House of Guidance. Unlike Sylvarant, these shrines are extremely expensive rest spots, costing 600 Gald per night. A merchant standing outside the house trades Grade for Trade items.

HOUSE OF GUIDANCE MELTOKIO GRADE EXCHANGE

ITEM	GRADE PTS.
Beast Fang	5.0
Magical Cloth	10.0
Brass	10.0
Metal Sphere	10.0
Grab Bag	30.0

EXPLORING TETHE'ALLA

REFER TO THE FIELD MAP CONTAINED AT THE BEGINNING OF THE WALKTHROUGH AND LOCATE THE FIELD TREASURE CHESTS AND SKIT POINTS AS YOU CONTINUE TO EXPLORE TETHE'ALLA FOR THE REST OF THE GAME.

LEGEND

- Guide Post Monument
- 1 Super Pellets
- 2 Anti-Magic Bottle
- 3 Reverse Doll
- 4 Sephira
- 5 Elven Boots
- 6 Rune Cape
- 7 Rare Pellets
- 8 EX Gem Lv3
- 9 Revive Ring
- 10 EX Gem Lv4
- EC Dock

SKIT POINTS

- 1 Raine
- 2 Genis
- 3 Zelos
- 4 Sheena
- 5 Colette
- 6 Presea
- 7 Sheena
- 8 Colette
- 9 Kratos
- 10 Zelos
- 11 Genis
- 12 Regal
- 13 Zelos
- 14 Sheena
- 15 Raine
- 16 Presea
- 17 Regal
- 18 Presea
- 19 Colette
- 20 Regal

Temple of Lightning
Tethe'alla
Temple of Lightning
Flanoir
Gaoracchia Forest
Flanoir
Gaoracchia Forest
Tethe'alla Base
Temple of Ice
Mizuho
Ozette
Altessa's House
Tower of Salvation
Otherworldly Gate
Altamira
Altamira
Ymir Forest
Heimdall
Latheon Gorge
House of Guidance
Toize Valley Mine
Toize Valley Mine
SE Abbey
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17

Getting Acquainted with the Imperial City

At the gates of Meltokio, Sheena leaves the party. She hands over Sheena's Letter to give to the king. To the right from the entrance is the inn. The price is 300 Gald per night. Head up the central stairs to the mid-level of the city. The party encounters the famous lady-killer, Zelos. Go west on the mid-level to the weapon and customization shop. Examine the cat toy at the back of the shop to encounter the Wonder Chef. He teaches the recipe for **Steak** and hands over the ingredients, **Beef** and **Onion**. On the highest level of Meltokio, head east and enter the gold two-story house. Examine the present with the chef's hat on the second level balcony to find the Wonder Chef again. This time he teaches the **Fruit Cocktail** recipe and gives you two foods from the fruit category.

As in Sylvarant, the Wonder Chef is encountered in several areas throughout Tethe'alla.

The Wonder Chef has a second hiding place on the second story of the Tethe'alla Chosen's mansion.

Examine the bulletin board inside the coliseum's lobby to add the "Other Tips" section to the Training Manual.

Items

- Beef
- Onion
- Fruit x2

Monsters

- None

Business at the Palace

Approach the guards at the palace entrance. They deny the party access to the king. Enter the Martel Cathedral to the left of the palace and speak to the pastor standing at the top of the aisle. Follow Presea outside and then up to the castle doors. The pink-haired girl helps the party enter the palace. Navigate to the top floor of the castle and speak to the guard outside the royal quarters. After the events, Presea joins the party.

Speak to the pastor in the Martel Cathedral after the palace guards rebuke Sheena's letter.

On the top floor of the castle, sweet-talk the guard into letting you into the royal chambers.

Stuck with Zelos

Exit the castle. Stock up on items and upgrade equipment at the stores as much as possible. Speak with Zelos inside the Martel Cathedral. He joins the party.

Speak to Zelos inside the Martel Cathedral. He becomes a permanent party member.

GRAND TETHE'ALLA BRIDGE

Items	Monsters
None	None

The Continental Link

Cross the Grand Tethe'alla Bridge to reach the northeast continent and Sybak. In the second area, speak to Sea-Katz to engage in a game of Red Light/Green Light. Win at all three difficulty levels to obtain the **"Strategist"** title for Genis.

Red Light/Green Light is a fun but challenging game where Genis can prove his gaming skills.

THE UNIVERSITY TOWN, SYBAK

Items	Monsters
Rice	Cardinal Knight
Egg	
Tethe'alla Map	

The Scholarly Center

The building near the entrance is the Campus Cottage. Rest there for 300 Gald. Examine the magazine stand between the bookshelves along the back wall of the library. The Wonder Chef appears, and bestows knowledge of the **Fried Rice** recipe. The ingredients are **Rice** and **Egg**. Continue to the western end of the campus and enter the Imperial Research Academy. Colette obtains the title, **"Ill-fated Girl"**.

Sybak is the small city on the coastline.

The magazine stand at the back of the library changes into the Wonder Chef.

Enter the Imperial Research Academy at the back of Sybak.

Crafting a New Key Crest

Exit the academy and speak to the junk merchant standing amid his wares beside the other legitimate shops. The merchant reluctantly gives Zelos the Key Crest. Speak to the scientist standing in front of the Imperial Research Academy. Go inside to the first floor corridor, and enter the second door in the passage. Return to the lobby. Raine and Genis are taken captive and the rest of the party is locked in the dungeon. Sheena rejoins the party. Half-elf researcher Kate gives the party the **Tethe'alla Map**, and reveals a secret escape route. Exit Sybak and head for the Tethe'alla Bridge.

The junk seller in the main yard has a suitable Key Crest.

Last Minute Bridge Rescue

Cross the Tethe'alla Bridge. The party catches up to Raine's and Genis' captors on the Meltokio side. Fight and defeat the Cardinal Knights. Raine and Genis rejoin the party.

Proceed across the Tethe'alla bridge to rescue Raine and Genis.

FOOJI MOUNTAINS

Items	Monsters
None	Chimaera
	Demon
	Ghost
	Slime
	Zombie

Rheaird Thieves!

Navigate up to the summit. Be sure to save at the Memory Circle before proceeding to the cliff's edge.

The enemies at Fooji Mountains have become much tougher since the crash.

PRONYMA

HP: 18000	S: Dark
TP: 750	EXP: 3000
W: Light	GALD: 1500
Items Found: Rosemary, EX Gem Lv2	

Colette's and Raine's Light-affinity spells come in very handy against Cruxis' femme fatale, so make sure each retains plenty of TP throughout the battle. If Pronyma attempts to lower the Defense of the party with her Acid Rain attack, command Raine to cast Barrier or Field Barrier to counteract. Otherwise, she should be much easier to defeat than Remiel.

MELTOKIO SEWERS

Items	Monsters
EX Gem Lv2	Fake
EX Gem Lv3	Giant Leech
Memory Gem	Jellyfish
Spirit Ring	Sewer Rat
Great Ax	Violent Viper
Breastplate	Convict *BOSS*
EX Gem Lv1	
2500 Gald	
Thunderbolt	
Card of Lightning	
Elixir	
Wing Pack	

Pinch Your Nose and Go!

Returning from Fooji Mountains, the party finds the entrance to the imperial city barred. Zelos leads them to the sewer entrance. Enter the sewers. Examine the Sorcerer's Ring device to change the function of the ring. The Sorcerer's Ring now reduces the character to mini size. Changing size allows the onscreen character to enter small areas or cross spider webs, such as the one near the stairs. Head north until the party has a discussion regarding the door. Grab the **EX Gem Lv3** from the box under the stairs, then move up to the high platform.

*Use the Sorcerer's Ring to shrink, and then follow the tiny ledge along the wall south to a mouse hole. Open the sack inside to find an **EX Gem Lv2**, but avoid combat.*

*Defeat the enemy at the top of the stairs to obtain a **Memory Gem**.*

Search in the space under the stairs to find a hidden chest containing a ***Spirit Ring***.

Enter the mouse hole to the left of the garbage compactor to obtain the ***Great Ax***, a weapon for Presea.

SIZE COUNTS!

CONTACT WITH ENEMIES WHILE IN MINI MODE TRIGGERS A BATTLE WHERE THE ENEMIES ARE LARGER THAN THE CHARACTERS! ALL SEWER RAT ENEMIES GAIN A MAJOR HP BONUS WHEN THE PARTY IS MINI, DOUBLING FROM 2760 HP TO 4800 HP! AVOID CONTACT WITH FOES WHILE TRAVELING IN SMALL SIZE.

Recycling

Examine the controls of the compactor to make a garbage cube. Push cubes off the platform to form bridges between the tiny rails in the sewage far below. Push garbage cubes through the second gap from the north and both gaps on the south side of the platform. Descend to the water level and use the Sorcerer's Ring. Cross the tiny ledge to the right of the stairs. The two garbage blocks should fill the gaps, allowing you to reach the blue valve. The door under the stairs opens. Proceed to the next section of the sewer.

Examine the compactor to make garbage cubes.

Push the garbage cubes off the upper platform in three places to create paths in the sewage below.

Rotate the blue valve to open the blue door beneath the stairs.

Box Rafting

Unseal the Memory Circle a few yards into the second chamber. Head down the stairs west of the entrance and use the Sorcerer's Ring to shrink. Then examine the open box floating in the water to go for a little ride. The box floats into the previous chamber. Change size and use the red valve to open the highest door in the room.

Check behind the stairs near the entrance to find a hidden ***Breastplate***.

Shrink in size and jump in the box floating in the water.

Use the red valve to open the highest door in the room.

Dumping Blind

Use the garbage compactor in the second room to create cubes, then push and pull them along the catwalk running high above the second sewer chamber. Push the cubes off the corners to form paths in the room below.

Enter the hard-to-find mouse hole in the north wall to find an ***EX Gem Lv1***.

Puzzle Solution: Meltokio Sewers Garbage Dumping

1. Push a garbage cube south to the first corner of the catwalk. Change size and cross the cobwebs. Change size again, move in front of the cube and drag the cube one space to the right. Shrink and then move behind the cube. Change to large size and push the cube towards the right to the next corner, and drop it off the catwalk to form a path below.

2. Head downstairs and follow the path created in the rail under a bridge. Ascend the stairs and shrink to fit between the bars of the cage. Change to normal size and open the door of the cage.

3. Return to the catwalks overhead. Create a new garbage block and move it along the catwalk, shrinking and growing as necessary. Drop the garbage cube off the right side of the fourth corner, so that it lands in front of the open cage door.

4. On the lower level, push the garbage cube into the open cage and drop it in the central floor niche. The bridge on the west side of the room slides open.

5. Ascend to the upper level and create another garbage cube. Move the cube to the far end of the catwalk, and drop it to the platform below.

6. Go downstairs to the lower level and push the garbage cube off the platform into the water below, forming a path through the sewage to the yellow valve.

Thugs of the Pope

Navigate through the next room, shrinking yourself to cross the ledge behind the pouring drains. Near the stairs, some rogues attack the party.

Enter the mouse holes on either side of the room to obtain the **Thunderbolt** and the **Card of Lightning**, new weapons for Genis and Sheena.

CONVICT X3

HP: 6300	S: None
TP: 300	EXP: 300
W: None	GALD: 150
Items Found: None	

These guys are wimps! Chase them around and defeat all of them. There is no need to worry excessively about blocking or healing during the fight, just beat each Convict to a pulp as quickly as possible.

ANOTHER FAKE!

The chest near the exit point contains a Fake monster, as previously encountered at Triet Ruins. This one is much higher in HP, and can only be damaged with spells. Defeat it to obtain an **Elixir**.

Things to Do in Meltokio When You're Wanted

The Elemental Research Laboratory is located through the double doo at the end of the alley behind the inn. Return to Zelos' mansion on th eastern side of the upper level of Meltokio. Speak to the other characte in the living room, then tell the butler when you are ready to rest. Return to the Elemental Research Laboratory to acquire the **Wing Pack**.

Head to the Elemental Research Laboratory on the lower level of the city.

RESUME NAMING THE DOGS

COLETTE HAS HER VOICE BACK. RESUME NAMING THE DOGS, STARTING IN MELTOKIO. THE TWO DOGS IN MELTOKIO ARE LOCATED OUTSIDE ZELOS' HOUSE AND IN THE SLUM.

Elemental Cargo Cruising

Exit Meltokio via the sewer manhole. The "Quick Jump" function allows you to go straight to the sewer exit outside the Meltokio front gates. Go to the Grand Tethe'alla Bridge. Move to the right of the bridge stairs and then down to the docks to meet Kuchinawa. Sheena's fellow ninja hands over **Kuchinawa's Charm**. The EC is contained within the central ocean of Tethe'alla. Drive straight across to the east continent and disembark at the wooden dock protruding into the ocean. Return to Sybak.

Meet Kuchinawa at the Tethe'alla Bridge to begin boating in the EC.

Pilot the EC across the enclosed ocean to the dock on the eastern continent. Press the B Button while touching the dock to disembark.

SYBAK

Items	Monsters
None	None

Learning from Kate

The party encounters Kratos. Now that Colette has her voice back, speak to the dogs at Sybak. One dog sits near the inn, and the other stands by its master near the water's edge in front of the Academy. Climb down through the manhole outside the Imperial Research Academy. Speak to Kate in the dungeon lab. Exit Sybak and head northeast to Gaoracchia Forest.

Speak to Kate at the dungeon lab in Sybak to learn of Altessa.

Items

- Drain Charm
- Phoenix Rod
- Pretty Ribbon
- Witch's Robe
- Angel Bracelet

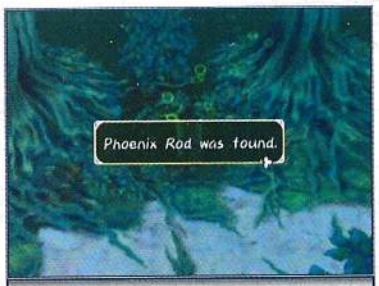
Monsters

- Boxer Iris
- Cardinal Knights
- Convict *BOSS*
- Ghoul
- Phantom
- Pumpkin Tree
- Tropical Worm
- Undertaker

Lighting the Dark Forest

The party encounters a trio of Cardinal Knights. Defeat them to continue. Follow the path north. Use the device to change the function of the Sorcerer's Ring. When the X Button is held, the ring emits a ray of light. The light burns vines that cover treasure chests and block pathways. The ring carries only a small charge, and can be refilled by standing in certain lighted areas. Head northwest from the Sorcerer's Ring device to exit the forest. Cross the field map north to find the Guide Post Monument for the forest and Sybak region. (A field skit with Genis is also in this area.) Continue east into the next area. Stand in the brightly lit zone where flowers grow until the light meter in the upper left corner of the screen is fully charged.

*A **Drain Charm** is located in an obscured chest behind some trees.*



*From the Drain Charm, follow the north path and burn away the vines covering a chest containing a **Phoenix Rod**.*

Wandering the Woods

Explore each area of the forest fully and locate all items before moving on to the next. If you take one of the paths too far north or south, the party enters a looping area. The only escape is to go back the direction you came. Defeat a death-type enemy in the fifth area to obtain a **Memory Gem**. The black skull in the fifth area is the Sword Dancer, waiting to challenge the party again. The monster remains in this location for a long time, so avoid fighting it until your characters are higher levels.

An unknown force seals the covered chest in the fifth area. The chest contains one of the Devil's Arms, and a special key is required to open it. Check the **Appendices** for more details. In the fifth area, head south. Unseal and use the Memory Circle in the sixth area and record your game. Proceed south to the final area to encounter the blue-haired convict from Meltokio's sewers. After defeating the blue-haired convict, leave the forest via the south exit.

Burn away the vines covering paths to continue.

Avoid fighting the Sword Dancer again at this relatively early stage.

CONVICT

HP: 12000	S: None
TP: 320	EXP: 2250
W: None	GALD: 1500
Items Found: Elixir	

The Convict is not extremely tricky to put down in spite of all his slick Techs. Simply strike with a combo followed by a Tech, then defend against his impending strike. Keep the Convict away from your healers, and the battle should proceed smoothly.

THE MYSTICAL VILLAGE, MIZUHO

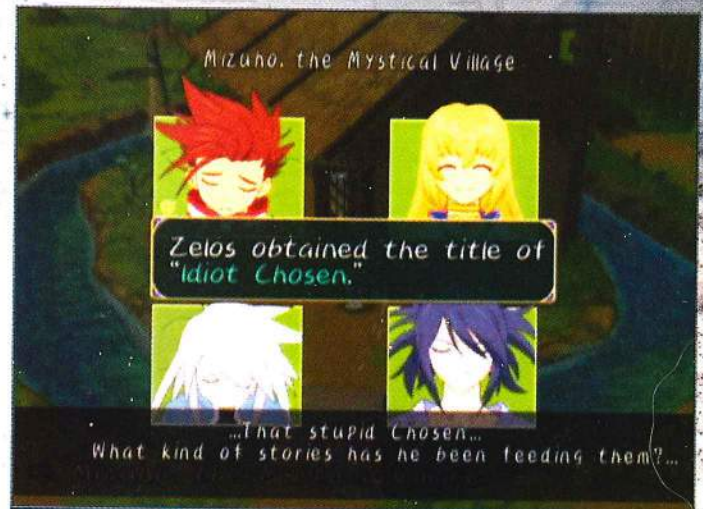
Items	Monsters
Panyan	None
Black Satay	
Seaweed	

Sheena's Home

Switch the onscreen character to Colette and speak to Tiggy standing near the Toyama shop. Speak to Orochi, standing near the Vice-Chief's hut. While meeting with the Vice-Chief, Lloyd obtains the title "Gentle Idealist". Reenter the chief's hut and examine the old fashioned washing machine at the back of the corridor to find the Wonder Chef. The party learns the **Ramen** recipe and receives the ingredients, **Panyan**, **Black Satay** and **Seaweed**. Speak to Tiga the Vice-Chief twice to rest and recover, for ***free***. Mizuho is now the number one place to stay for the night! The convict, Regal, joins the party. Return to Gaoracchia Forest. Head east and exit immediately. Cross the field map toward the town of Ozette.

Examine the washer in the entryway of the Chief's Hut to uncover the Wonder Chef.

Speak with the Vice-Chief twice to rest at Mizuho, free of charge.


Mizuho, the Mystical Village
Zelos obtained the title of "Idiot Chosen."
...That stupid Chosen...
What kind of stories has he been feeding them?...

After the events, stay in Mizuho for a while and view several skits. During the skit titled Mizuho, the Mystical Village, Zelos gains the title "Idiot Chosen".

THE QUIESCENT VILLAGE, OZETTE

Items	Monsters
Beef	None
Tomato	
Onion	

Less-than-Welcome Homecoming

Ascend to the main level. The building on the left is the Green Meadows Inn, where you can rest for 300 Gald a night. Examine the red parakeet at the inn to find the Wonder Chef. He imparts the recipe for **Tenderloin**, then hands over the ingredients **Beef**, **Tomato** and **Onion**. Ascend the tree route from the main area to reach the tool shop. A man outside the shop lambastes the party for returning Presea to Ozette. Descend along the tree route to the lower area of Ozette, and Presea's house. Follow Presea inside for a brief scene. Outside Presea's house, leave Ozette via the exit across from the residence.

Speak to the dog outside the armor shop so Colette can give the poor pooch a proper name.

Another hound outside the tool shop needs a name as well.

Presea starts acting strangely inside her residence.

ALTESSA'S HOUSE

Items	Monsters
None	None

The Uncooperative Dwarf Craftsman

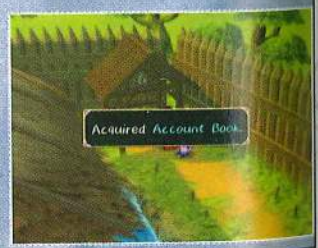
Altessa's House is the location set in the mountainside, just a few inches from Ozette. Enter the house to meet Altessa and Tabatha. After a rude greeting, Regal explains that inhibitor ore can be found at the Toize Valley Mine. Leave Altessa's House and head back through Ozette. An EC dock lies northeast of the village.

Altessa's not extremely welcoming, but Tabatha is.

Float the EC at the dock north of Ozette.

PUNINJA'S REQUEST

Before sailing off in search of the Toize Mine, return to Mizuho and speak with Puninja at the shop. Then examine the well behind the Chief's house to find the **Account Book**. In gratitude, Puninja gives the **Secret Notebook** to the party.



TAKE ALONG A POTION!

If you have a Palma Potion, be sure to keep it handy as you travel to the Toize Valley Mine. If not, purchase a Mizuho Potion in the village. Someone in the mines is looking for potions...

Toize Valley Mine

Items	Monsters
Ex Gem Lv1	Defense System *BOSS*
Sage	Guard Arm *BOSS*
Memory Gem	Auto Repair Unit *BOSS*
Crescent Ax	Orbit *BOSS*
Saint Rapier	Bacura
Sand Saber	Basilisk
Iron Greaves	Cardinal Knight
Silk Robe	Commander Knight
Battlesuit	Red Bat
Thunder Cape	Red Roper
Super Pellets	Rock Golem
EX Gem Lv3	Roller Snail
Inhibitor Ore	

Finding Toize Mine

Several locations can be reached by piloting the EC around the world. Look for docks where you can disembark and investigate. Most locations are only partially open or are outright closed off until later in the game. The Toize Valley Mine is located in the south region of the southeastern continent. A dock is located on the coastline south of the mine.

Remember to search the region surrounding the mine to find field treasure chests and skit points.

Sophisticated Surveillance

A few steps into the mine, the party encounters heavy resistance from the advanced defense system.

*After the battle find the treasure chest to the right of the security system to find **Sage**.*

Defense System

HP: 12000	S: None
TP: 100	EXP: 2350
W: None	GALD: 0
Items Found: Metal Sphere	

The Defense System is supported by the Auto Repair Unit (5500 HP) and protected by Orbits (3000 HP). While the Auto Repair Unit is active, the Defense system takes half as much damage or less. Destroy the Auto Repair Unit in the center of the area, and then target the Defense System. The Guard Arms (8000 HP) attempt to protect the Defense System while the Auto Repair Unit recharges, but ignore them and continue assaulting the Defense System. When the Auto Repair Unit is fully functional once more, destroy it again and then attack the Defense System until it is destroyed. The Guard Arms are destroyed along with the main piece, awarding four pieces of Mythril as well.

Dark Places in the Earth

Check behind overturned mine carts to find items. For instance, return immediately to the entrance and check behind the derailed cart to find an **EX Gem Lv1**. In the second cave, activate the machinery. A transport runs from one side of the room to the other. While in motion, fire the Sorcerer's Ring north to hit a switch. The transport changes course, delivering the party to the north ledge. Step on the elevator and descend to the area below. Withdraw the items in the three chests on this level, then examine the device located at the lower right ledge to change the function of the Sorcerer's Ring.

Ride the lift back to the upper level. Move left and press the X Button to set a mana bomb near the giant boulder. Step away far enough to avoid damage from the blast. Get on the lift again and return to the lower level. Change the function of the Sorcerer's Ring back to normal. Ride the transport and shoot the switch to change the direction of the platform to reach the east cave. Change the function of the Sorcerer's Ring to set mana bombs, then jump the gap between the ledges and ride the lift to the eastern ledge. Proceed into the next cave.

While riding the carrier from one ledge to the other, fire the Sorcerer's Ring at the switch while moving.

*Defeat the enemy near the locked door to obtain a **Memory Gem**.*

Ride the elevator to the level below and change the function of the Sorcerer's Ring so that it lays bombs.

Blow up the boulder near the locked door on the upper level.

Gnomelette's Demand

Demolish boulders blocking the path by setting mana bombs on the ground beside them. Collect the five items located in treasure chests throughout the cave. Activate the Memory Circle near the north wall, and use it before proceeding. Speak to Gnomelette 1 who is roaming the central depression, near the location of the **Silk Robe**. Gnomelette 1 requests a potion. Give him a Palma Potion or a Mizuho Potion. He returns to the Temple of Earth, which the party explores at a later time.

Give Gnomelette 1 a potion item to send him back to the Temple of Earth, where the little smart-mouth belongs.

Concentrated Mana Monster

Follow the path east from the Memory Circle. Stepping on a floor plate springs a rolling boulder trap. Though Regal points out the location of the deactivation switch, do not turn off the trap just yet. Farther around the corner is a Bacura monster. Goad the monster toward the trap by moving a few feet ahead of the monster without going too far. Avoid touching the monster or a battle that cannot be won ensues. When the Bacura is close enough, run up the hill and step on the floor plate to spring the trap. Run for safety in the niche off to the side. With the right timing, the boulder rolls downhill and smashes the Bacura. Ride the lift down to the level below and examine the Bacura's smashed remains to find the **Evil Eye**. This is one of the Devil's Arms required to fulfill a side quest.

Lead the Bacura toward the boulder trap in order to crush it.

Sift through the remains of the Bacura at the bottom of the pit to find the Evil Eye.

CAN'T RUN FAST ENOUGH?

If you are having trouble stepping on the floor plate before the Bacura escapes, equip Lloyd with an EX Gem LV2 and set his Personal EX Skill. With this, you should be able to move fast enough to spring the trap before the Bacura slips away from the rolling boulder.

Locating the Inhibitor Ore

After destroying the Bacura, proceed down the stairs and past the waterfall. Destroy the boxes with bombs to reveal a chest containing the **Inhibitor Ore**.

*Bomb the crates beyond the waterfall to find the **Inhibitor Ore**.*

Colette is Kidnapped!

Exit the mine and return in the EC to Ozette. The party confronts the Pope's knights in the main area. Rodyle abducts Colette. Following the events, use the Quick Jump feature to travel instantly to Mizuho. Speak to Tiga in the Chief's hut. After Sheena flees the room, exit and speak to the other characters as they lounge around Mizuho. Approach Sheena near the graveyard. Sheena must travel to the Temple of Lightning. Mizuho cannot be used as a free resting spot until the Temple of Lightning stage is cleared.

Meet Sheena by the graveyard in Mizuho to convince her to go to the Temple of Lightning.

TEMPLE OF LIGHTNING

Items
Silver Guard
EX Gem Lv3
Duel Helm
EX Gem Lv2
Thunder Scepter
Battle Cloak
Spirit Bottle
Shining Star
EX Gem Lv3
Power Greaves
Corrine's Bell
Sardonyx

Monsters
Gold Skeleton
Gold Slime
Lamia
Lightning Bird
Thunder Sword
Volt *BOSS*

Directing Lightning

Head through Gaoracchia Forest toward Ozette, and then veer left on the field map and head north to the pier. Pilot the EC to the Temple of Lightning, which is the vine-covered tower on the northernmost island. There are three paths heading north. Move up the east path and examine the device to raise the lightning rod. Now, examine the middle rod to lower it, then return to the right rod to lower that one. Finally, head to the left rod and raise it.

Stepping on the floor seal directs lightning to the lowest rod, destroying the box blocking the path. Follow the path to the end and change the function of the Sorcerer's Ring so that it emits blue lightning. Head east and use the Sorcerer's Ring to destroy the blue boxes blocking the path north. Open the treasure chest to obtain a **Silver Guard**. Proceed up the central stairs to the next area.

Raise the lowest lightning rod, and lower the other two so that lighting only strikes this tower.

Use the blue lightning of the Sorcerer's Ring to destroy blue boxes blocking your path.

Ring of Blue Thunder

Ascend either staircase to the left or right to reach the seal of Volt at the top of the room. Use the Sorcerer's Ring to eliminate the blue box in the stack. Return to the lower level and destroy the blue box with the Sorcerer's Ring. In the next chamber, destroying the blue box to the left releases an additional foe. Avoid stepping in the water or the party suffers electrocution damage. Ascend the stairs on the west side of the room. Wait for lighting to strike and illuminate the dark rooms when navigating. Frequent movement encourages lightning to strike more often.

Acquire each lightning color to destroy the boxes stacked atop the seal to lower the lightning rod and summon Volt.

Ascend the stairs in the water filled chamber.

Be careful not to walk off the edge of the path in the darkness between lightning flashes!

Long Descent to Obtain Yellow Lightning

Emerging from the dark room, head south through the doorway to the balcony area. Head to the right along the balcony and use the Sorcerer's Ring to destroy the blue box floating just off the edge. A treasure chest drops to the level below. Activate the lightning rod to destroy the platform, dropping the party to the level below. Open the chest to receive an **EX Gem Lv3**. Head left, destroy the blue box to drop another chest, then use the lightning rod to drop the party down to the next level. The chest contains a **Duel Helm**.

Move left and destroy the blue box to drop another chest to the bottom level. Open it later to obtain an **EX Gem Lv2**. Head east across the balcony, drop another chest hovering off the right edge, then raise the lightning rod to destroy the platform and drop the party. The chest contains a **Thunder Scepter**. Raise the lightning rod on the lowest balcony. The pool of water on the level below is no longer electrified. Head east through the door into a darkened room. The fastest route to the bottom is to simply run off a ledge and drop. Return to the chamber filled with water and descend the stairs. Deactivate the central lightning rod and use the device to change the Sorcerer's Ring. The ring now emits yellow lightning.

Search the ends of the balconies to find lightning rods and chests suspended on blue boxes. Destroy the boxes to drop the objects they hold.

Raise lightning rods to obliterate sections of the balcony, dropping the party to the next level down.

After redirecting the lightning away from the water, change the power of the Sorcerer's Ring at the device.

Using the Yellow Lightning

Go all the way back to the entrance, and head west. Destroy the two yellow boxes to reach a chest containing a **Shining Star**. In the chamber with Volt's seal, eliminate the two yellow boxes in front of the western door and the yellow box on top of Volt's seal. Go to the other side of the room and head through the east doorway. Navigate carefully through the dark room, moving in the residual glow between lightning strikes. On the balcony, use the Sorcerer's Ring to destroy the yellow box hovering off the edge. A lightning rod drops to the room below. Return to the room filled with water, move to the right and raise the lightning rod atop the generator. Head west through the dark room. Reaching the level above, cross the bridge and carefully descend through the eastern dark room without falling. A chest obscured by an overpass contains a **Spirit Bottle**. On the bottom balcony, deactivate the lightning rod. Lightning now strikes the power generator in the water-filled chamber below.

Return to the entrance each time the function of the Sorcerer's Ring is changed and destroy the appropriate colored boxes to obtain more items.

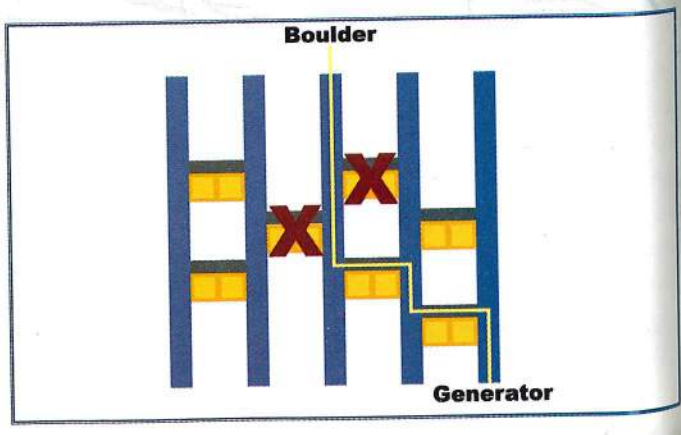
Use the yellow lightning to destroy the box holding up a lightning rod just beyond the edge of the balcony.

On the balcony where you previously raised the lightning rod, go back and lower it so that electricity strikes the generator farther below.

Power Conduction

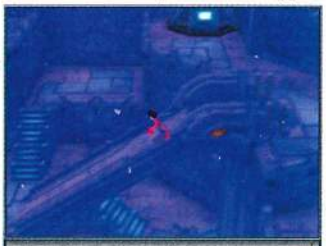
Return through the eastern dark path room to the level above. Activating the mechanism at the bottom of the tall chamber without properly creating a circuit to the boulder at the top causes lightning damage to the party. Ascend the stairs and defeat the enemy on the second level to obtain a **Memory Gem**. Use the Sorcerer's Ring to destroy the yellow boxes and disconnect all the power conduits shown in the diagram below. Activate the mechanism below to supply an electric charge to the conduits. If the electricity flows properly, the boulder falls from the top and smashes the bridge below. To get the **Battle Cloak**, send an electric charge to the conduit that's second from the left. This drops a treasure chest to the level below.

Use the diagram to conduct the electricity properly before starting the device.

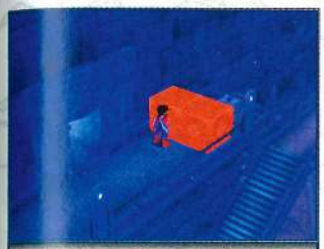


The Red Lightning Tasks

Descend the fallen bridge and exit through the south door. Change the function of the Sorcerer's Ring. The device now emits red lightning. Return to the tower's entrance and head east. Destroy the red boxes to reach a chest containing an **EX Gem Lv3**. In the room where Volt's seal lies, head through the west doorway and follow the dark path to the upper level. Eliminate the red boxes on the balcony to obtain **Power Greaves** for Regal. In the room filled with water, use a Memory Gem to unlock the sealed Memory Circle. Return to Volt's seal and destroy the red box. Raise the lightning rod to summon Volt.



The fallen bridge allows you to reach the final Sorcerer's Ring device.



Destroy the red boxes on the balcony to obtain a powerful new weapon for Regal.

Eliminate the final box at Volt's seal and raise the lightning rod to summon the spirit.

VOLT

HP: 24000	S: Lightning
TP: 240	EXP: 3580
W: None	GALD: 2800
Items Found: Emerald Ring	

Corrine is no longer available as a Summon Spirit for Sheena, so summon the Sylphs if available. Meanwhile Raine should support the party by healing often, since Volt's lighting attacks strike multiple times to cause heavy amounts of damage.

TETHE'ALLA BASE

Items
Silver Circlet
EX Gem Lv2
Card of Ice
EX Gem Lv3
Memory Gem
Lightning Sword
Dragon Tooth
Silver Mail
Lavender
Tomahawk Lance
Beam Shield
EX Gem Lv3
Aqua Cape

Monsters
Commander
Evil Warrior
Foot Soldier
Raybit
Botta *BOSS*
Yuan *BOSS*

Pilot the EC through the tight waters and dock at this small island just a few miles southwest of the snowy continent.

Orochi makes this mission simple by providing complete healing whenever needed.

A New Renegade Hideout

Exit the Temple of Lightning and pilot the EC east into the snowy islands. Find a docking point on a small island west of the Temple of Ice (see Tethe'alla map.) Enter the Tethe'alla Base. Orochi guides the party to the control room. Speak to Orochi to receive complete healing for free at any time. Change the function of the Sorcerer's Ring to electrostatic charge emitter, use the Memory Circle to save, and purchase items at the refresher machine to the left.

Two of the Pass Codes

In the circular room, head east. Contact with a laser beam damages the party. Pull the blue box south and then push it east to block the beam. Continue east and enter the tiny room at the end. Defeat the enemy in the room to obtain the first portion of today's pass code. The full pass code eventually creates one of three sentences, based on the order in which certain enemies in the base are defeated.

Return to the corridor and reposition the blue block to bypass the lasers so that you may head north. Open the chest in the room to obtain a **Silver Circlet**, then move the blue box to bypass the lasers and reach the western exit. In the corridor, reposition the blue box so that you may travel west into a large room.

Defeat the purple enemy to obtain another portion of today's pass code. Use the Sorcerer's Ring to charge the column, then examine the panel to the right and raise the lift bearing a blue block to the upper level. Return to the command center and speak to Orochi for healing, then explore the west side of the base.

Move the box in front of the laser beams to create a gap through which you can move.

An enemy in a small chamber bears one of the required pass codes.

Defeat the purple enemy in the large chamber to obtain another pass code.

Electrify the device and raise the lift to the higher level for later usage.

The West Portion of the Base

In the corridor west of Orochi's position, search the two rooms to the left of the security beams to obtain an **EX Gem Lv2** and a **Card of Ice**. Return to the corridor and push the blue box north to block the top beam. Head north. Go left in the corridor and enter the first door. Defeat the blue enemy in this room to obtain the third part of today's pass code. Obtain the **EX Gem Lv3** from the chest and return to the corridor. Head north into the upper portion of the large room. Defeat the Raybit enemy to obtain a **Memory Gem**. Pull the blue box off the lift, and push it left and off the platform to smash the security laser device below. Return through the passages to the east side of the base. Return to the large room and open the two chests to the left of the smashed security beam device to obtain the **Lightning Sword** and **Dragon Tooth** weapons.

Defeat the blue enemy in the plush office to obtain yet another pass code.

Push the box off the high platform to smash the laser beam device far below.

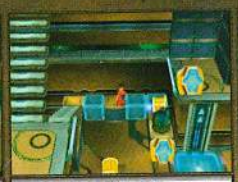
Travel through the eastern corridors of the base back to the large room, and obtain the powerful weapons in the chests.

Working In the Cargo Room

Exit to the corridor and head north. Use a Memory Gem to unseal the Memory Circle on the ground. The shot by shot puzzle solution below details how to reach all the items in this room and reach the hangar where the Rheairds are stashed. Save your game before proceeding to the highest level.

Puzzle Solution: Tethe'alla Base Cargo Room

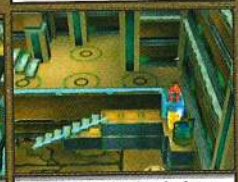
*1. Ascend the stairs across from the entrance and open the chest to obtain a **Silver Mail**.*



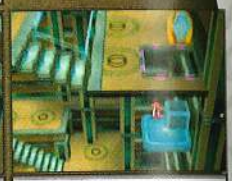
*2. Push the two blue boxes west and into the niches to form a bridge to the chest containing **Lavender.** Shoot the Sorcerer's Ring from an angle to charge the column and power the lift.*

*3. Push two blocks next to the stairs, climb the stairs halfway and move north on top of the blocks. Go west to grab the **Aqua Cape** from the chest.*

4. Move one of the blue boxes onto the upper-right corner of the lift. While standing on the lift, examine the panel to raise the box to the mid-level. Push the box 1 space north onto the ledge.



5. Ride the lift back down and cross the upper level to the east side of the room. Pull the box east and drop it into the niche. Stand on the box and fire a charge at the column to power the southeast lift platform.



6. Use the central lift to return to the lowest level. Drag the remaining box onto the southeast lift and ride to the platforms high above.

*7. Drag the blue box off the lift and push it north. Drop the box into the niche to create a connecting path to the chest that contains a **Tomahawk Lance**.*

*8. Head west and north to a chest containing a **Beam Shield**. Then return and use the Sorcerer's Ring to power the lift.*

*9. Descend to the lower level and pull the blue block off the lift. Push the block off the platform to bridge the gap to a suspended chest containing an **EX Gem Lv3**.*

10. Exit the room and reenter to reset the boxes. Pull one of the boxes onto the east lift and rise to the high platform.

11. Move the box north and drop it in the niche to create a path to the north end of the platform.

12. Ride the lift to the uppermost level, enter the three pass codes obtained from the three enemies in the base, and enter the door to fight the Renegade leaders.

YUAN

HP: 16000	S: Lightning
TP: 652	EXP: 4890
W: None	GALD: 3150
Items Found: EX Gem Lv4	

BOTTA

HP: 12000	S: Earth
TP: 580	EXP: 1680
W: None	GALD: 2800
Items Found: None	

The best magic for Genis to employ is fire or water magic, such as his Eruption or Spread Techs. After commanding him to proceed this way, change everyone's strategy to "Attack Same" and go after Botta. Yuan naturally attempts to interfere, but try to ignore him and keep attacking Botta until he crumbles. Maintain the same strategy as the previous encounter, by attacking Botta and then anticipating and defending against his next blow.

The same strategy works against Yuan, except that Defense Techs such as Guardian are required to lessen damage done while defending against his myriad slashing attacks. Once Yuan sees Raine or Zelos heal, he has a tendency to go after them. If your healer is in trouble, break off fighting with Botta and go after Yuan until he focuses on your character and the healer escapes. Be sure to stand clear when Yuan twirls his dual blade overhead. Remember to recover TP as needed, since Techs are required to do sufficient damage to Yuan every round. When his HP drops below 50%, he begins performing Thunder Explosion more regularly. Keep your healer alive and healing, while preventing Yuan from slashing your party apart.

Free as a Bird

With the Rheairds, you may now fly anywhere in Tethe'alla. Locate field treasure chests and skit points on the world map, as well as the remaining Guide Post Monuments. Remember to fly to Mizuho to rest and restock on essential items. Stop by Altessa's House and speak to Tabatha to learn the recipe for **Curry**. She gives you the ingredients, **Rice**, **Onion**, and **Red Satay**. Speak to her again to receive an **EX Gem Lv3**, a **Metal Sphere**, an **Onion** and an **Exsphere Shard** (if Dirk has not given these to you already). In Ozette, examine the wooden bear in the bedroom of Presea's house to locate the Wonder Chef. He teaches the recipe for **Gratin**, and hands over the ingredients **Cheese**, **Pasta** and **Milk**.

As most adventurers know, flying is better than hoofing it any day.

Tabatha surprises the party with a recipe that is essential to an upcoming stage.

DRAGON'S NEST

Items	Monsters
None	Winged Dragon *BOSS*
	Baby Dragon *BOSS*

The Lair of Rodyle's Pets

Fly to the middle of the world map, then fly directly east until you spot the shimmering white Dragon's Nest in the sky. Touch the Dragon's Nest with the Rheairds to enter.

The Dragon's Nest is the large spherical shape floating in the sky east of Altamira.

WINGED DRAGON

HP: 18000	S: None
TP: 400	EXP: 2450
W: None	GALD: 1200
Items Found: Venom, Flare Cape	

BABY DRAGON

HP: 12000	S: None
TP: 800	EXP: 1250
W: None	GALD: 500
Items Found: None	

In spite of the fact that the Winged Dragon emerges from holes around the nest and KO's your characters, focus on attacking and eliminating the Baby Dragons first. They have greater Tech and magic casting capabilities, and the rest of the battle goes much smoother with them gone. With both babies eliminated, the Winged Dragon emerges and remains until the end of the battle. Smack it with your hardest aerial Techs, and allow Raine to use her Light spells to cause tremendous damage.

TEMPLE OF EARTH

Items	Monsters
Mythril Circlet	Cave Worm*
Mythril Guard	Clay Golem
Mythril Bracelet	Dragon
Bellebane	Earth Element
EX Gem Lv2	Giant Snail
EX Gem Lv1	Neviros
Ghost Shell	Gnome *BOSS*
Ancient Rod	
Bardiche	
EX Gem Lv3	
Ruby	

**Encountered only when using the Sorcerer's Ring in an "unauthorized" area.*

Before Entering the Temple...

After falling from the Dragon's Nest, the party lands just outside the Temple of Earth. We recommend a quick trip back to Mizuho to restock items and rest before entering the Temple. A few new sub events and side quests become available in Sybak and Meltokio. Check the **Appendices** for details.

Though you stand on the threshold of the Temple of Earth, do not be too hasty to dive in.

Trembling in the Earth

Inside the Temple of Earth, change the function of the Sorcerer's Ring. Pressing the X Button causes the ground to shake. Use this to destroy the obstacles further into the cave. If you failed to give a potion to Gnomelette 1 at the Toize Valley Mine, then Gnomelette 5 refuses to let you enter. Return to the mine if needed to settle matters there first.

Follow the path near the end of the bridge, which leads down to a cave to the east. Cross the bridge in the cave and open the lone treasure chest to obtain a **Mythril Circlet**. Cross the bridge and follow the north path a few feet until you spot debris on the character's right. Use the Sorcerer's Ring to shake the earth and create a path to the lower area.

*Stand at the edge near a stack of rocks. Use the Sorcerer's Ring to topple the column and drop a chest containing a **Mythril Guard**.*

Use the Sorcerer's Ring at this spot to create a path.

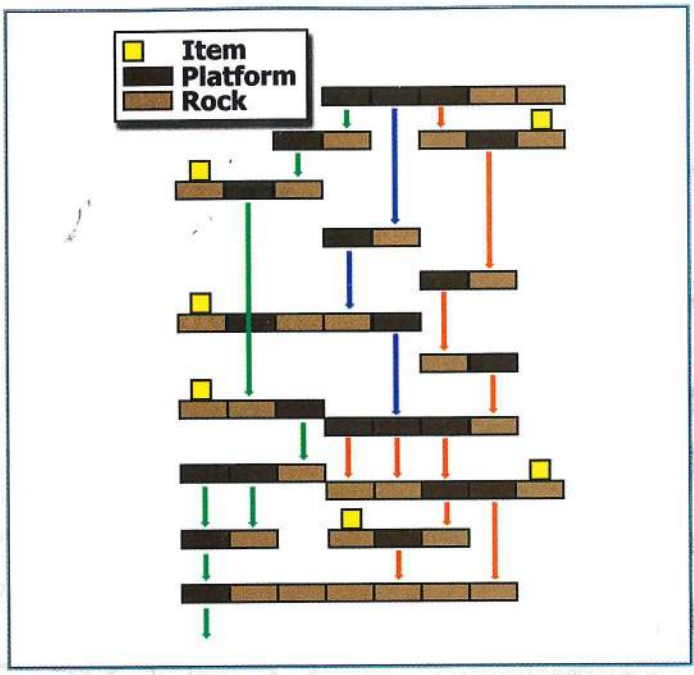
*Be sure to open this chest containing a **Mythril Circlet** before proceeding with other tasks, or you may miss the opportunity to get the item!*

Platform Destruction

Head north from the bridge and through the cave into the next chamber. Cross the wooden bridge and speak to Gnomelette 4 on the other side. Agree to cook it some Curry, and choose one of your better cooks to make it, i.e., anyone except Raine or Zelos. After speaking to Gnomelette 3, stand on one of the three crumbling wooden platforms and use the Sorcerer's Ring to destroy it, dropping the party to the level below. The platform destroyed determines the items available from the chests on the various cliffs. Use the secret passage to return to the cave entrance, then return and choose another path down the cliffs. Use the diagram to navigate and grab all the items.

Choose a good cook to make Curry for Gnomelette, or he might just charge you Gald to get by!

*Between speaking to the Gnomelettes, run up the path and grab the **Bellebane** from the chest.*



THE MIGHTY DRAGON

Fight the Dragon at the bottom of the cliff to gain not only large amounts of EXP but also **10000 Gald**. Battle the Dragon repeatedly to make large amounts of money!

Creating a Path to Gnome

Gnomelette 1 stands near the secret door at the bottom of the cliffs. Go through the secret passage back to the temple entrance. Speak to Gnomelette 3 near the entrance. Gnomelette 3 begins slowly walking toward the cave at the bottom of the slope. Run ahead of Gnomelette and defeat ***all*** of the monsters along the path. If any monsters touch Gnomelette, he charges several thousand Gald in penalties! Allow Gnomelette 3 to lead you into the next cave, then follow. He instructs you to help him break the bridge. Press the X Button the instant Gnomelette jumps in order to synchronize your attempts. Repeat this three times in a row to drop the bridge to the lower level. Use the Memory Circle to save your progress, then head toward the seal of Gnome.

Defeat the enemies on the path before they touch Gnomelette.

Watch Gnomelette carefully on the bridge, and press the X Button in the instant he jumps.

GNOME

HP: 28000	S: Earth
TP: 682	EXP: 5890
W: None	GALD: 4280
Items Found: Holy Symbol	

Try to summon the Sylphs at least once during the battle. Command Genis to use Wind magic. Perform a Unison Attack early in the battle, and then use Taunt EX Skills to refill the meter more quickly. Gnome's shovel attacks are frequent, swift and extremely damaging. Wait until just after the second he strikes, then try to make him stagger with a combo followed by one or two Techs, if you can manage. Gnome is an extremely tough opponent, in spite of his appearance.

One Last Gnomelette

Exit the Temple of Earth. In spite of the party's recommendations, return to Altessa's House and speak to the Gnomelette inside. Return to the Temple of Earth and head through the secret passage. Defeat the Dragon and speak to the Gnomelettes. All of them leave the Temple. Continue beyond their position to find a locked blue chest. This is the location of another Devil's Arms.

One last Gnomelette is hiding out at Altessa's House.

Altogether, the Gnomelettes leave the Temple of Earth.

THE SNOWY CITY, FLANOIR

Items	Monsters
Nebilim*	None
Nebilim's Key*	
Beef	*Obtain from Abyssion near the entrance.
Egg	

Winter Wonderland

The building to the left just inside town is the Olive Village inn. The cost is 500 Gald per night. Make Colette the onscreen character and speak to the dog roaming the first area. Another dog sits patiently near the food store located in the area beyond the doctor's office. Descend the stairs to the right of the entrance and speak to the man with a backpack in the courtyard regarding **Celsius' Tear**. Inside the Martel Church, examine the giant nutshell on a green pillow in the corner to find the Wonder Chef. The Chef teaches the **Quiche** recipe, and gives you the items to make it.

Enter the Snow White accessory shop in the northwest portion of town and speak with the old person sitting by the fireplace. He offers to make **Penguinist Gloves** if you bring him three **Penquinist Quills**, which are only dropped by Penguinists at or near the Temple of Ice. The weapons and customization shop is located near the large statues of the Wonder Chef, Bigfoot and some unknown character named Pac-Man. The clerk won't customize at this point, but he does exchange trade items for Grade.

HAILSTORM GRADE EXCHANGE

TRADE ITEM	GRADE
Mythril	12.0
Metal Sphere	12.0
Black Silver	10.0
Brass	10.0
Mermaid's Tear	15.0
Mystic Herb	15.0
Magical Cloth	10.0
White Silver	10.0
Beast Fang	5.0
Beast Hide	8.0

*Speak to the man near the entrance to learn of the legendary **Celsius' Tear**.*

The elderly person at the accessory shop offers to create some special cold-resistant gloves.

THE CURSED DEMON HUNTER

If you procured the Evil Eye from the Toize Valley Mine, a man dressed in red sits on the step across from the town's entrance. This is Abyssion, and he wants you to collect the Devil's Arms so that he may seal them away. He provides you with Nebilim and Nebilim's Key. The key opens chests sealed by an evil aura, such as the ones previously encountered at the Temple of Earth and Gaoracchia Forest. In your spare time, return to both locations and procure the Devil's Arms. More on the Devil's Arms side quest is detailed in the **Appendices** chapter.

TEMPLE OF ICE

Items	Monsters
Defenser	Bigfoot
Ancient Robe	Feather Magic
Mythril Shield	Ice Spider
Ice Coffin	Ice Warrior
EX Gem Lv2	Lobo
Celsius' Tear	Penguinist
Mythril Gauntlet	Celsius *BOSS*
Mythril Armor	Fenrir
Rosemary	
EX Gem Lv3	
Sapphire	

Crossing the Snowy Continent

Exit Flanoir and head south to the Temple of Ice. Northwest of the temple is a skit point where Lloyd confronts Kratos. Believe it or not, con-

Don't miss important skit points in the Flanoir region.

The Power of Freeze

Grab the three items in the exterior zone and enter the temple. Change the function of the Sorcerer's Ring. The ring now freezes drops of water at several locations in the cave. Collect all the items in the cave and then exit via the upper opening.

*A **Mythril Shield** is tucked in this partially obscured chest outside the cave.*

Head through the cave to the upper exit.

Locating Celsius' Tear

At the crevice on the exterior ledge, press the X Button with just the right timing to freeze the drops falling from the icicles overhead. A block forms, fills the gap, and you may cross. Follow the exterior ledge to the lower cave. **Celsius' Tear** is located on the small cliff inside. Fight Penguinist enemies at the temple until you have collected at least three **Penguinist Quills**. Then exit the temple and return to Flanoir. Give the **Penguinist Quills** to the elderly man at the Snow White accessory shop, and he makes the **Penguinist Gloves**.

Change a drop of water into a block of ice with the Sorcerer's Ring.

*Locate **Celsius' Tear** on the remote ledge in the caves.*

More Freezing Opportunities

Return to the Temple of Ice and use the **Penguinist Gloves** to obtain **Celsius' Tear** in the upper cave. Go back inside and cross the bridge of ice. Use the Sorcerer's Ring to freeze the dripping water in the northeast corner of the cave. Drag the block of ice south a few feet, then push it west into the crevice and stand on the overlook. Lloyd spots the totem poles in the water below, their heads turned to look in specific directions. Freeze the dripping water in the southeast corner of the cave. Drag the resulting ice block west and drop it into the crevice so that you may cross.

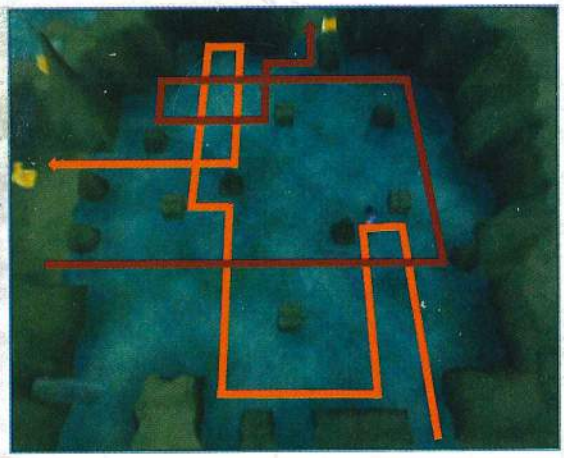
Create a block of ice and drop it into the northern crevice to reach the overlook.

Note the directions the totems are facing. This is the solution to an upcoming puzzle.

Drop another ice block into the south crevice near the lake's edge.

Ice Skating

Examine the area where the water pours into the lake. Lloyd uses **Celsius' Tear** to freeze the lake. The ice can now be crossed. However, once you start moving in any direction you cannot change course until you contact a wall or obstacle. Use the diagram below to cross the ice and gain the items along the way.



Unlocking the Ice Seal

At the north end of the frozen lake, rotate the ice totem poles so they are facing the same directions as the identical ones submerged in the lake. The door to the seal opens.

Rotate the totem poles to match the screenshot of the stone poles above.

CELSIUS

HP: 18000	S: Water, Ice
TP: 600	EXP: 5120
W: Fire	GALD: 5800
Items Found: Spirit Symbol	

FENRIR

HP: 12000	S: Water, Ice
TP: 300	EXP: 2600
W: Fire, Lightning	GALD: 1380
Items Found: Blue Quartz	

Celsius herself is quite a bit easier to take down than previous Summon Spirits. The only problem is that she brought her tough beast friend to the fight. Use Genis' magic to cause massive damage to both Fenrir and Celsius, meanwhile preventing the two from teaming up on the boy and eliminating him. Command Sheena to cast S. Seal: Fire on the weapons of melee fighters such as Lloyd, Regal, Presea and Zelos. Also command her to summon Efreet at least once in the battle, and protect her from harm while she calls upon the fire spirit. Unless an enemy is focused on eliminating Genis, try to defeat Fenrir first and then command everyone to attack Celsius.

Ozette in Flames

Exit the Temple of Ice. The party automatically returns to Ozette. The shops and inn at Ozette are no longer available. Go to Altessa's House and speak with Altessa and Tabatha. Follow them inside to continue the conversation. Raine leaves the party during the night. The mysterious Ozette survivor Mithos recommends searching for her at Altamira.

The party encounters a lone survivor at Ozette.

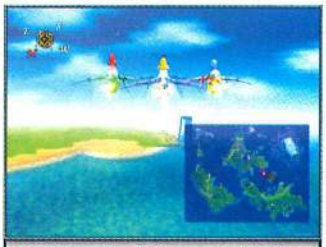
THE SEASIDE PARADISE, ALTAMIRA

Items	Monsters
Employee ID	None

Resort Dream Island

Fly the Rheairds to the large island southeast of Altessa's House. At the entrance, Regal refuses to enter the resort and leaves the party. He reenters the party whenever you decide to leave Altamira. The hotel is the enormous blue building near the entrance. Staying the night costs 400 Gald. The shops on the second floor sell and customize powerful weapons. Speak to all the people in Altamira to gain clues to Raine's whereabouts. Allow Colette to name the dog at the back of the first area.

Approach the man standing near the gravestone by the water's edge to trigger an event. George from the Lezareno Company gives Presea an **Employee ID**. Board the elemental railway and speak to the pilot. Choose the Lezareno Company as your destination.



Altamira is located on an isolated island near the equator.

George gives the party a pass into the Lezareno Company.

Tell the elemental railway pilot to take you to the company HQ.

Mystery Murderer Bryant

Enter either elevator and press the A Button to select a floor. Ride to the Sky Terrace level. Approach the central gravestone to trigger a scene. Afterwards, exit Altamira.

Ride the elevators inside the company HQ to the Sky Terrace on the top floor.

OTHERWORLDLY GATE

Items	Monsters
None	Cardinal Knight
	Commander Knight

A Portal to Sylvarant

Fly the Rheairds to a tiny island just east of Altamira that is covered with strange-looking obelisk stones. Defeat the Cardinal Knights. The party escapes through the Otherworldly Gate to Sylvarant, arriving just outside Palmacosta.

The Otherworldly Gate is located on a distinctive island east of Altamira.

Items

- Vajra
- Holy Staff
- Stone Charm
- EX Gem Lv2
- Saffron
- EX Gem Lv1
- Holy Cloak
- EX Gem Lv2
- EX Gem Lv3
- EX Gem Lv4
- Minazuki
- Mythril Ax
- EX Gem Lv3
- Mythril Greaves
- Revive Ring

Monsters

- Bowman
- Evil Jelly
- Evil Sorcerer
- Giant Slug
- Spearman
- Whip Master
- Rodyle *BOSS*

Drop Off Mithos at Palmacosta

Enter Palmacosta and speak with Neil at the Governor-General's building. Neil agrees to look after Mithos. The half-elf youth gives **Mithos' Panpipe** to Genis. Use the Rheairds to fly to various locations throughout Sylvarant to find treasure chests in the field as well as skit points. Refer to the world map displayed at the beginning of the **Walkthrough** chapter to find all locations. Nova's Caravan is parked a little southeast of Hakonesia Peak. Speak to Nova to review the information regarding Aska, and further discussion ensues.

Nova's Caravan is parked near Hakonesia Peak.

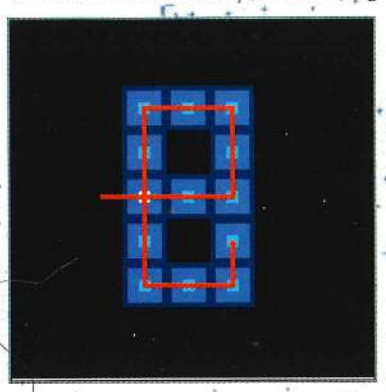
Renegades at the Ruins

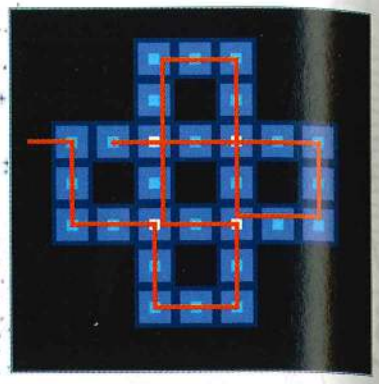
Return to the ruins of the Palmacosta Human Ranch for a meeting with Yuan and Botta. When you are ready to travel to the Remote Island Human Ranch, tell Botta.

Old enemies are newfound friends. Botta will take the party to Rodyle's Human Ranch.

Lighting the Way to Harmony

Step on the floor tiles to lower bridges and proceed further into the Ranch. Step on the tiles in the order shown on the diagrams below.





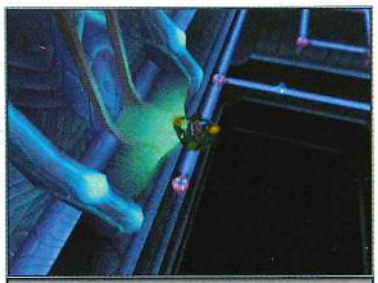
Victims of Rodyle

Change the function of the Sorcerer's Ring, and then ride the elevator to the next level. Run around the exterior of the detention block and switch off all the security locks for the cell doors. Meanwhile, check at each corner to find three items in partially concealed chests.

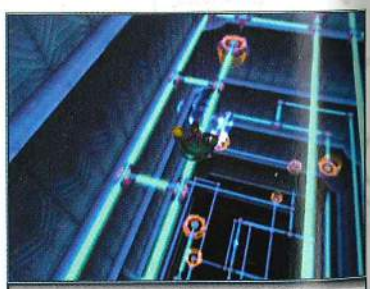
Treasure chests around the detention level are tucked behind the corner juts.

Laser Line Express

Return to the elevator and ride up to the next level. Use the Sorcerer's Ring to summon a mobile transport chariot. The chariot never stops moving. When it reaches a fork in the path, the chariot turns in the direction indicated by the lights to the character's left and right. If the chariot contacts a sparking point in the path, the party suffers damage and paralysis status. Turn down alternate routes to avoid damage. Orange glowing rings elevate or lower the moving platform depending upon their direction. If the party comes to the end of a purple line, the chariot drops to the level below. Navigate toward the orange rings that point upward.



Use the Sorcerer's Ring on the platform to summon the chariot.



Contact with a sparking section of the beam causes damage and paralysis to the party.

Warp Ring Insanity

In the multi-level room, white warp rings change colors when the Sorcerer's Ring is used to create a sound. The color of the ring indicates destination. Locate and deactivate three security mechanisms to unlock the door in the top room. Additionally, there are twelve items located on the various floors.

Puzzle Solution: Remote Island Warp Ring Maze

1. Change the first warp ring to pink, then warp to the room above. Move left and open the chest to find an ***EX Gem Lv2***.

2. Warp back to the first room and change the color of the warp ring to green. Open the chest in the room to obtain ***Saffron***.

3. Warp back to the first room and change the color of the warp ring to blue.

4. Teleport to the lowest level and change the white warp ring to pink. Move to the end of the room and disengage Lock 2.

5. Warp back one room and change the white ring to blue. This warps you up a level. Change the next white ring to pink, and warp again. Open the chest in this room to find an ***EX Gem Lv1***.

6. Warp back and change the white ring to green. Head left under the stairs to find a ***Holy Cloak***, then ascend the stairs and change the white ring at the top to blue.

7. Head left and open the chest to garner an ***EX Gem Lv2***. Warp back.

8. Change the white ring to green and warp to the room next door. Grab the ***EX Gem Lv3*** from the chest and use the stairs to reach the end. Disengage Lock 1. Warp back to the previous room.

9. Change the white ring to pink. Warp up one level and open the chests to gain a ***Minazuki*** and an ***EX Gem Lv4***. Go up the steps and change the white ring to blue.

10. Warp up one more level and cross the bottom floor left to find a ***Mythril Ax***.

11. Ascend several flights of stairs in the same room and disengage Lock 3.

12. Return to the white ring. Change it to pink and warp over to a room containing an ***EX Gem Lv3***.

13. Warp back and change the white ring to blue. Collect the ***Mythril Greaves*** and the ***Revive Ring*** from the chests near the bottom of the room.

14. Ascend to the top of the stairs and change the white ring to pink. Warp to the top room and use the Memory Circle to save your game. Go through the door and ride the elevator to Rodyle's chamber.

RODYLE

HP: 35000	S: Earth
TP: 500	EXP: 6240
W: None	GALD: 5800
Items Found: None	

Rodyle's blade arm attacks are surprisingly strong, damaging even well protected characters by as much as 400 - 1000 HP per hit. Even if the blow is softened by defending, Rodyle can still inflict over 100 HP damage! When controlling a melee fighting character in this battle, strike with a Tetra Combo and then use Guardian or another defense Tech to reduce damage from the blade as much as possible. Command Colette to perform Judgement if available, and try to perform at least two Unison Attacks during the battle. Refill the gauge faster by using "Taunt" EX Skills. Rodyle's Gravity Well attacks are extremely hard to avoid due to their wide range, but do your best and continue to assault the sinister Desian Grand Cardinal until he falls. It's a good idea to whip up a good recipe after the battle to prepare for what's in store—Baby Dragons.

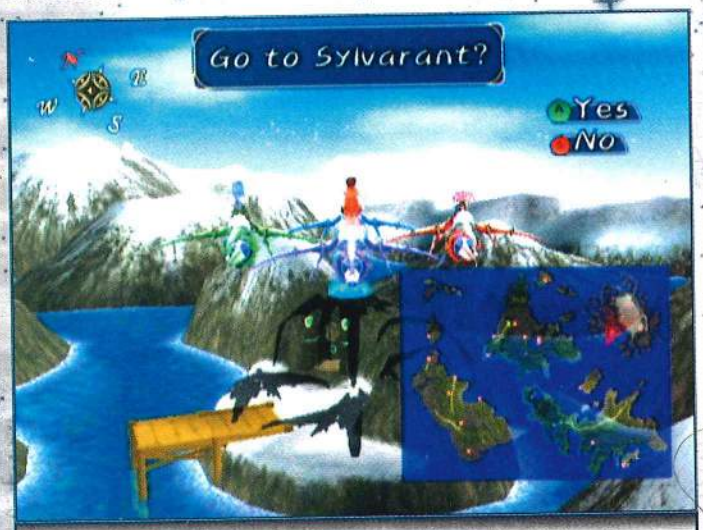
Rising Tide

Following the battle with Rodyle, the party must fight three Baby Dragons. These are weaker creatures than the bosses previously encountered, with only 8000 HP each. If you can survive Rodyle, these monsters should be a snap. Mithos helps the party escape to Palmacosta. When exiting town, use the Quick Jump option to jump to the Sylvarant Base.

Baby Dragons attack the party as they attempt to flee from the Remote Island Ranch.

Racing Between Worlds

Following the conversation with Yuan, space distortions appear above the Sylvarant Base and the Tethe'alla Base. Fly the Rheairds into the distortion to travel between Sylvarant and Tethe'alla at will. If you have not made pacts with Efreet and Sylph yet, return to Sylvarant and do so now. The HP of all Sylvarant's Summon Spirits is much higher than normal, so best of luck.

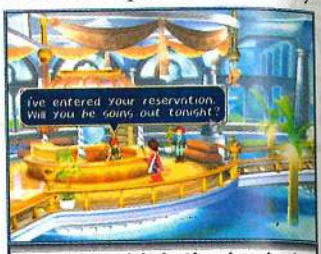


Travel between worlds by flying the Rheairds into the glowing orbs hovering over the Sylvarant Base and the Tethe'alla Base.

Settling Matters in Altamira

The group drops off Mithos at Altessa's House. After new revelations, Regal demands to go to Altamira. Ride the elemental railway to the Lezareno Company HQ. Following a long series of events, Regal gains the title, **"El Presidente"**. To enjoy the Altamira nightlife, check in at the hotel and tell the clerk that you will go out at night. The fourth and fifth levels of the hotel only become available at night.

At night, the elemental railway only travels to the casino and theater area. Colette should name the dog outside the casino. Speak to the unlucky man on the bridge between the casino and the theater area. He offers to sell the **Disaster** for 1000 Gald. Buy the item, and take one step closer to collecting the Devil's Arms. Ready for bed? Examine the bed near the window in the penthouse on 5F. The party awakens in daylight.



To switch to night in Altamira, check in at the hotel and choose the option to go out at night.

*On level 4F of the hotel, examine the green pumpkin to find the Wonder Chef. Learning how to make **Spaghetti** is fun, and the Wonder Chef provides the ingredients: **Pasta**, **Onion** and **Tomato**.*

Pay the man on the bridge between the casino and the theater 1000 Gald to obtain a Devil's Arm.

TEMPLE OF DARKNESS

Items	Monsters
EX Gem Lv2	Coffinmaster
Headband	Druid
Memory Gem	Manticore
EX Gem Lv3	Pharaoh Knight
Shadow Dancer	Shadow *BOSS*
EX Gem Lv2	
EX Gem Lv4	
Amethyst	

Darker Than Night

Fly the Rheairds south of the Fooji Mountains and land them on a dirt plateau in the mountains. The Temple of Darkness is visible on the field map. Enter the cave. The party cannot see through the pitch black inside the temple. Exit and fly to Meltokio. Speak with the scientists at the Elemental Research Laboratory in Meltokio. Kate must be freed from captivity at Meltokio's coliseum. Inside the coliseum on the mid-level of Meltokio, speak to the woman at the desk to enter a tournament match.

Your choice of a participating character determines the entrance fee amount. Choose Zelos to fight and save Gald.

MELTOKIO COLISEUM ENTRANCE FEES – FREEING KATE

GALD	CHARACTER CHOICE(S)
10000	Lloyd, Colette, Genis, Raine, Sheena, Regal
5000	Presea
No Gald	Zelos

The scientists at the Elemental Research Lab have disturbing news.

Enter the coliseum tournament to get inside the prison area.

Coliseum

Equip your gladiator with the best equipment, EX Skills and Techs available. Then speak to the guard near the gates at the back of the contestant's area when you are ready to enter the arena. Defeat the three gladiators in the arena. After the match, head through the door in the east wall to enter the prison area. Find Kate's cell in the prison. After several events, the party returns to the Elemental Research Laboratory in Meltokio to obtain the **Blue Candle**.

The gladiators in the arena should be easy to handle for someone like Lloyd, Regal or Presea.

Win the match, then head through the east door in the contestant's area to find Kate in the prison.

Penetrating the Dark

Return to the Temple of Darkness. The party can now see for a short distance in all directions. In the second, multi-level area, the party spots a fragment of Shadow, the Summon Spirit of Darkness. All five fragments must be gathered in the bottom area of the room. Shadows become inactive and turn purple if the party runs past a light, if the character runs too far ahead, or if a battle is triggered. To "wake up" a shadow, touch it to turn it blue.

*Search behind the marker in the entrance area to find an **EX Gem Lv2**.*

*Defeat the enemy near the light to obtain a **Memory Gem**.*

*Search under the platform in the massive central chamber to find an **EX Gem Lv3**.*

Puzzle Solution: Temple of Darkness Shadow Gathering

1. Head east from the block with red "eyes" and go out the door. Descend to the middle of the stairs and examine the opening. Lloyd leaves the party and crawls through the space.

2. Examine the device to change the function of the Sorcerer's Ring. The darkness activates sets of moveable blocks within the temple.

3. Grab the block that Lloyd shot with the ring and pull it out one step. The other block with red lights near the entrance withdraws into the wall.

4. Rejoin the party and return to the upper area. Grab the block with the red eyes and push it all the way back into the wall. The block near the Sorcerer's Ring device slides out to create a path.

*5. Head east to the stairs, and this time go all the way to the bottom. A chest containing a **Headband** is in a niche under the stairs. Go through the bottom door.*

6. Follow the stairs and the ramp up to the middle level. Head west past the light and down a wide ramp. Follow the narrow path across the chasm to the east, and touch the shadow positioned above the Sorcerer's Ring device.

7. Lead the shadow back to the center, and use the Sorcerer's Ring to douse the lights along the path. Lead it down the steep ramp and douse the light at the bottom. The shadow waits near the Memory Circle for you to gather the others.

8. Head back up to the mid-level and use the Sorcerer's Ring to activate the block with dark blue "eyes". Push the block all the way into the wall, then head down to the exit at the bottom of the room.

*9. Use the stairs outside the main chamber to reach the top of the temple. Cross the light-blue block and open the chest to obtain a **Shadow Dancer**. Lead the shadow across the block to the other side. Go through the east door.*

10. Descend the stairs and go through the space to the platform where the Sorcerer's Ring device lies. Activate the block with red eyes and pull it outward.

11. Head back upstairs and return to the large chamber. Lead the shadow over and collect the other shadow on the way. Douse the lights along the path.

12. Lead the two shadows to the bottom of the double stairs, where yet another shadow waits. Use the Sorcerer's Ring to activate the block with green "eyes", and pull it outward. Lead the three shadows to the Memory Circle at the bottom of the large room.

13. Head back up the steep ramp and return to the area with two blocks and the double stairs. Activate the block with turquoise "eyes" and push it into the wall. A shadow on a cube below is pushed off a ledge.

14. Activate the block with green "eyes" and pull it outward again. Head to the level below.

15. Grab the block and move it into the niche to the right of the ramp. The shadow moves off the cube. Lead the shadow to the bottom of the steep ramp, then lead all the shadows down the other steep ramp into the next chamber below.

Deep in Darkness' Lair

Lead the five shadows down the steps and across the suspended platforms until you reach the lair of Shadow. At the intersection with a square block in the middle, explore the right path and the bottom path to find chests containing an **EX Gem Lv2** and an **EX Gem Lv4**. Use a Memory Gem to unseal the Memory Circle and record your progress before leading the five shadows downstairs to the seal.

At this intersection, items can be found on the lower path and the right hand path. Head upward to reach the seal.

SHADOW

HP: 30000	S: Dark
TP: 800	EXP: 6320
W: None	GALD: 4500
Items Found: Dark Seal	

Shadow combines wide-area spells with harsh physical slaps, making him capable of rendering over 1000 HP damage to one or more of your characters. Its blows tend to smash through normal defenses. Employ Defense Techs instead. Keep a sharp eye on HP, and make sure that Raine or Zelos is healing the party through the entire battle. Raine should also cast Barrier to raise the Defense of the party. Once Shadow sees Raine performing such feats, it tends to single her out. Try to keep Raine alive by attacking Shadow from behind. Meanwhile, Colette needs to cast Judgement and her other Light Techs to cause as much damage to Shadow as possible.

LINKITE TREE

Items	Monsters
Topaz	None

WRAP UP SIDE QUESTS!

Several side quests are about to become unavailable for the rest of the game, and a whole new batch becomes available after the upcoming events. Be sure to check in the "Side Quests and Sub Events" section of the **Appendices** at the back of this book to learn what you might miss. Also, this is your last chance to defeat the Sword Dancer at Gaoracchia Forest.

Spiritual Rejuvenation

Fly the Rheairds over the Tethe'alla Base and travel to Sylvarant. Locate a grassy depression among the mountains slightly northeast of the Sylvarant Base. Land and enter the area with one tree. The party revives the Linkite Tree and attempts to summon Aska. The Spirit directs them to the Tower of Mana. Warp to Tethe'alla and go to Altessa's House. Speak to Mithos, and then examine the red Exsphere lying on the back of the table. The party moves to the Toize Valley Mine. Head to the waterfall chamber. A sub event occurs, and the party returns to Altessa's House. Warp back to Sylvarant and enter the Tower of Mana.

The Linkite Tree is located in a grassy depression in the middle of the mountain range just northeast of the Sylvarant Base.

At Altessa's House, speak to Mithos and examine the Exsphere on the table to view an extra scene.

Interference from Cruxis

Head to the warp circle that leads to the seal. The party encounters Kratos and Yuan before proceeding to the tower roof to summon Luna and Aska.

Navigate through the Tower of Mana to the seal.

ASKA

HP: 19650	S: Water, Wind, Fire, Earth, Lightning, Ice, Light
TP: 600	EXP: 3480
W: None	GALD: 2800
Items Found: Rare Pellets	

LUNA

HP: 18000	S: Light
TP: 720	EXP: 3250
W: None	GALD: 4800
Items Found: Moonstone	

Luna is the easier target to eliminate first, but Aska is a powerful creature that must be kept at bay. Therefore, if you are playing as a melee fighter such as Lloyd, target and attack Aska and set the rest of the party to Attack Far. This way, everyone else focuses on eliminating Luna. Aska is extremely hard to corner, however, so keep your melee fighter strong by using items. If KO'd, command one of the other characters to use a Life Bottle and try to resume this strategy as quickly as possible. Use Magic Lenses on both enemies. Pause the battle occasionally by holding the R Button and target the two foes to see how much HP each has left. When Luna perishes, reset Strategies for CPU characters or issue an Order that changes everyone's strategy to fighting the same enemy as you.

ISELIA HUMAN RANCH

Items
Lovely Mittens
Rune Staff
Ether Sword
Muramasa
Cor Leonis
Solar Spinner
Rune Robe
Aqua Greaves
Rune Shield
Rune Mail
Rune Guard
Hairpin
Rune Gauntlet
Rune Cloak
Rune Circlet
Rune Helm
War Hammer

Monsters
Bowman
Evil Sorcerer
Raybit
Spearman
Whip Master
Forcystus *BOSS*

Returning to Vindicate the Homeland

Enter the building and change the function of the Sorcerer's Ring. The ring now emits mana light. Each usage consumes TP. Scanning devices such as the one in the corridor inflict damage on the entire party if touched. Lloyd must choose the members of the reactor team. Since the other team does nothing, pick characters that you want to fight Forcystus. Take Raine, either Kratos or Zelos, and then any other character.

*Search to the right of the control panel to find a hidden chest containing **Lovely Mittens**.*

Use the blue ring devices at the top of the control room to rest and purchase items.

New Equipment for Everyone!

After choosing the reactor team, head north from the control center and collect the five weapons in the rooms to either side. Return to the control room and use the Sorcerer's Ring to activate the pedestals on either side of the west door. Navigate carefully through all the security scanners in the corridor. Defeat the Desians to save Chocolat and the other prisoners.

At this point, the members of the rescue team leave the party. Exit through the door on the lower level of the prison. Use the Sorcerer's Ring to open the rooms on the lower level to obtain all the items. Restore TP between ring uses with items and cooking. Carve a path through the numerous enemies to the east side of the lower level. Be sure to obtain the items from the south rooms, then use a Memory Gem to unseal the Memory Circle and save your game. Head through the northeast door to fight Forcystus. After the battle, exit the Ranch.

More than a dozen chests in the facility hold new equipment for every character.

Emit mana from the Sorcerer's Ring to activate the twin orbs outside each locked door.

Release the prisoners, then descend the stairs and explore the lower level.

*Defeat the enemy near the location of the **War Hammer** and the elevator to obtain a **Memory Gem**.*

FORCYSTUS

HP: 20000	S: Wind
TP: 400	EXP: 7100
W: None	GALD: 5800
Items Found: Faerie Ring	

EXBONE

HP: 6000	S: Wind
TP: 320	EXP: 0
W: None	GALD: 0
Items Found: None	

Forcystus gains magic support from two floating sidekicks. Taking on Forcystus with a melee fighter is extremely difficult, so set the Strategy of all CPU controlled characters to Attack Far so that they go after Forcystus while you attack the Exbones. After eliminating the Exbones, distribute a few items among your comrades to help them recover HP and TP, then go after the Ranch magistrate. His Attack and Defense are extremely high and you must really fight to knock off every hit point. Have Raine cast Field Barrier to lower damage inflicted on the party. However, in spite of his imperviousness to physical strikes, Raine's and Colette's Light spells should land with full force.

THE CHANGING WORLD

Items	Monsters
King's Letter	None
Zircon	

Return to Iselia

This section chronicles a series of mandatory dialog events occurring in various locations. Exit Colette's house in Iselia and head west to view a scene between the villagers. Meet Raine outside the ruins of her house on the west side of Iselia. Join Kratos and Colette near the southern gate of Iselia. The party travels to Dirk's House. Approach the house and speak with Dirk. Sheena rejoins the party. Speak to the various characters in and around Dirk's House. Then speak to the character on the balcony outside Lloyd's room. Look for the Wonder Chef in Lloyd's room.

The villagers gather for an ugly scene outside the schoolhouse.

Speak to the character on the balcony outside Lloyd's room to proceed.

Status in Tethe'alla

Fly to the Sylvarant Base and warp to Tethe'alla. Fly to Altessa's House and speak to Altessa. Visit Sybak and enter the library. Pilot the Rheairds to Meltokio and quick jump. At the exit of the sewers, the party encounters Vharley. Exit the sewers and head for the Martel Cathedral. Inside the cathedral, enter the door to the left near the pulpit to confront the Pope. After a long series of events, the ban is lifted and it is no longer necessary to enter Meltokio via the sewers. Colette obtains the title "**Spiritua Reborn**". After visiting with the king, head downstairs to the east wing of the castle and enter the archives. Upon learning that the cure to Colette's illness may lie in Heimdall, go to the throne room and speak with Hilda. She grants the party the **King's Letter**.

Speak to the man near the water's edge in Sybak for a special scene involving Presea.

Afterward, speak to the lady in the easternmost house in the city of Meltokio for another scene regarding Presea's past.

Then, visit the man standing near the gravestone in Altamira. Presea obtains the title of "Mature Kid." (This only happens if you spoke to him before in Ozette.)

Regal's Research

Enter Altamira and speak to George in the President's Office level of the Lezareno Company HQ. Take the elevator to 2F. Kuchinawa appears and challenges Sheena to a duel. Fly to Sybak and enter the Imperial Research Academy. Proceed into the first floor corridor and enter the first door. Open the chest in the room to obtain the **Zircon**.

After speaking with George, take the elevator to the second level.

*The **Zircon** is left in a chest in the first lab on the ground floor.*

Duel at Mizuho

Return to Mizuho. Sheena and Lloyd must speak with the Vice-Chief. When ready to fight Kuchinawa, speak to Orochi near the village entrance. Attempt to defeat Kuchinawa in a one-on-one battle between he and Sheena. He is extremely difficult, and you cannot use items during the battle.

Kuchinawa is nearly impossible to defeat without the use of items. He will not allow you time to cast magic or summon. All you can do is attack and defend!

It's a good idea to be over level 55 at this point. Sheena should either have two Black Onyx's equipped or one Black Onyx and a Holy Symbol. This battle is extremely difficult since Sheena's defense is low. Focusing on HP and regen helps during the battle and having her Guard Plus EX Skill is another bonus (she'll be guarding a lot during this battle). A great tactic is to guard until Kuchinawa jumps into the air to throw shurikens and, while he's up there, run to him (under his shuriken attack) and execute a 3-hit combo with Pyre Seal. If Pyre Seal knocks him down, run over and smack him before assuming your guard once again. Once Sheena reaches Over Limit, you have two choices: Efreet for big damage, or Undine for healing. Good luck!

If you lose the fight, the game continues anyway and Kuchinawa returns **Corrine's Bell** to Sheena. If you somehow manage to win, Sheena obtains the **Asura** card.

The Submerged Thicket

Fly to the southeastern continent of Tethe'alla, and land near the giant forest region on the northernmost tip of the land. Ymir Forest is due west of Altamira. Head north and change the function of the Sorcerer's Ring. The sound emitted causes colored plants in the forest to react and summon animals. However, some of the plants are missing or need to be grown. Climb onto the stump to the right of the ring device and use the ring. Using the ring near the pink flower causes a Baby Boar to crash into the tree.

Ymir Forest is located on the southeastern continent of Tethe'alla.

Using the Sorcerer's Ring on a tree stump calls a Baby Boar out of the forest. The animal smashes into any nearby tree or rock for various purposes.

*A chest hidden behind the tree near the Sorcerer's Ring device contains a **Resist Ring**.*

Items

- Resist Ring
- Solar Guard
- Gladius
- Maid's Hairband
- Blue Seed
- Crystal Shell
- Ymir Fruit
- Metal Sphere
- White Seed

Monsters

- Baby Boar
- Boar
- Dodo
- Killer Bee
- Orcrot
- Storm Claw

A Crusty Old Chest

Head east and then south and examine the chest on the small islet. Climb onto the tree stump to the left and use the ring to make a Baby Boar crash into the chest. The chest can then be opened to obtain a **Solar Guard**.

Call a Baby Boar to smash the chest in the southeast corner of the first forest area.

*Search behind the tree in the northeast corner of the first area to find a hidden **Gladius**.*

The Distressed Child

Move west from the Sorcerer's Ring device and walk up the tree root to the higher walkway. Follow this into the north section of the forest. In the second area, continue moving north and descend the tree root. Head to the right, go north under the tree branch, and continue north to another tree root. Follow the upper path to the south, then head west to a small islet with a Memory Circle and a **Maid's Hairband**. From there, go north to encounter a youth that refuses to let you pass until you bring him an Ymir Fruit.

The child at the forest's exit needs you to obtain an Ymir Fruit.

A Blue Seed

Backtrack to the first area, and this time follow the east path north. There are two forks to the left. Take the first left to find a boulder and a tree stump with a pink flower. Climb on the tree stump and use the ring to weaken the boulder. Return to the main path, head north and take the second left. Lloyd observes the giant fish in the water. Go back to the previous area. Follow the path east until Lloyd notices a "blue thing" in the tree. Climb the nearby stump and use the Sorcerer's Ring to activate the pink flower. A Baby Boar charges and knocks the **Blue Seed** out of the tree.

To remove this boulder, Baby Boars must eventually strike it from both sides.

*Search behind the tree where Lloyd obtains the Blue Seed to find a hidden **Crystal Shell**.*

Gardening

Go back to the location of the Sorcerer's Ring device. Examine the small garden to the left, and plant the Blue Seed in the ground. Blue flowers grow in the water near several lily pads throughout the forest. Use the west paths to head north to the area where the child waits. Descend the tree root, and then move to the left end of the walkway and jump onto the lily pad. Use the Sorcerer's Ring to call upon a small fish, which pushes a floating treasure chest over to the islet where the Memory Circle is located. Open the chest to obtain the **White Seed**. Return to the forest entrance and plant the White Seed in the ground near the Sorcerer's Ring device. White flowers grow upon several tree branches throughout the forest.

Planting seeds in the garden causes new flowers with various functions to appear in the forest.

*Use the Sorcerer's Ring while standing on this lily pad. A little fish pushes the **White Seed** to the nearby islet.*

Calling Upon Feathered Friends

Move east and ascend the tree root to the upper walkway. Jump from the path to the tree branch where the white flowers grew, and use the Sorcerer's Ring. A bird carries the party to a branch in another area. Push the crate into the water below, and then use the Sorcerer's Ring to return. From the entry area, follow the east path to the north section and navigate to the northeast corner of the area. The crate completes the path to a small islet. Climb onto the stump and use the Sorcerer's Ring to drop the Ymir Fruit into the water.

Use the Sorcerer's Ring while standing on this tree branch to summon a hawk, which carries you to a previously unreachable area.

Push this crate off the branch to create a path in the water below.

Navigate through the forest to this islet and use the Sorcerer's Ring to knock the Ymir Fruit out of the tree. Now to make it reachable...

Puzzle Solution: Ymir Forest Fruit Guidance

The next several steps describe how to command fish to carry the Ymir Fruit to a point where the party can obtain it.

1. Navigate to the nearby islet just southwest of the one you stand upon. Climb the stump and use the Sorcerer's Ring to knock a worm out of the tree. A large fish swims up and begins eating it.

2. Navigate southeast to the islet where the Blue Seed was obtained, and then move to the north end of the walkway and jump onto the lily pad. Use the Sorcerer's Ring to summon a small fish, which carries the Ymir Fruit past the distracted large fish.

3. Move to the islet near the point where the fish left the fruit, climb the stump and use the Sorcerer's Ring to knock several worms out of the tree. The waves push the Ymir Fruit south.

4. Head to the center of the area and jump onto the lily pad partially obscured by a tree trunk. Use the Sorcerer's Ring to call a small fish. The fish pushes the Ymir Fruit into the next area.

5. Before following the fruit, navigate to the top of the area and jump to the tree branch where the white flower grows. Use the Sorcerer's Ring to call a bird that carries you to a small islet behind the boulder.

6. Climb the stump and use the Sorcerer's Ring to call a Baby Boar. Attacking the boulder from both sides shatters it, creating a passage through the water.

7. Call a bird to carry you back to the tree branch and head west to the area where Lloyd observed the big fish. Jump on the lily pad and call a small fish to push the Ymir Fruit through the area.

8. Navigate back to the forest entrance. Jump on the lily pad to the left of the Sorcerer's Ring device and call a small fish to push the Ymir Fruit toward a nearby lily pad.

Jump onto the lily pad behind the Sorcerer's Ring device and scoop the **Ymir Fruit** from the water. The boy rewards your efforts with a **Metal Sphere**.

THE HIDDEN ELVEN VILLAGE, HEIMDALL

Items	Monsters
Elf Elder's Staff	None
Milk	
Onion	
Carrot	

Half-Elf Discrimination

Raine and Genis must leave the party each time you enter the village. The weapons, customization and armor shops are in the building to the left, and the building to the right houses the Katz Exploration Team and the item shop. The inn is the building across the small creek. The fee is a very reasonable 200 Gald per night. A dog is playing in the enclosed yard to the left of the inn. For Colette to name the dog, you must find the space under the porch and navigate under the building to the side yard.

Navigate under the inn's porch to reach the dog in the side yard.

Meeting with the Elder

Proceed northwest to the next area of the village and cross the creek to the house at the top of the village. Enter the building and speak to the man inside, the village elder. He directs the party to Latheon Gorge and gives them his **Elf Elder's Staff**. Enter the back bedroom of the Elder's house and examine the painting of the Wonder Chef to find… none other than the Wonder Chef himself! He teaches the party how to cook **Cream Stew**, and provides the ingredients **Milk**, **Onion** and **Carrot**.

To reach the dog playing behind the west house, find the space under the Elder's house and cross the small bridge. Return to the entrance and speak with Raine and Genis. Use the quick jump function to skip Ymir Forest and return to the field map.

Speak to the Elder to obtain his staff, which allows entry to Latheon Gorge.

The Wonder Chef is hiding in the bedroom of the Elder's House.

LATHEON GORGE

Items	Monsters
Amango (unlimited)	Crush Tortoise
Kirima (unlimited)	Deathseeker
EX Gem Lv4	Fake
Rare Pellets	Poison Lily
EX Gem Lv3	Sea Dragon
EX Gem Lv3	Sheldra
Diablos	Spiked Snail
EX Gem Lv4	Plantix *BOSS*
Star Cap	
Rare Shield	
Flare Greaves	
Toroid	
EX Gem Lv4	
Elixir	
Draupnir	
Memory Gem	
Battle Pick	
Pasta	
Tomato	
Cod	
Mana Leaf Herb	

Light as a Bubble

Change the function of the Sorcerer's Ring. Using the ring creates a bubble around the onscreen character. Stand in front of healthy plants that emit air and use the ring to drift from one ledge to another. Head east and ascend the ledge. Stand in front of the flower and press the X Button with the right timing to get blown across to the west ledge. The plant on the northwest ledge is unhealthy. Head up the trail and pick a Kirima from the fruit tree. Examine the plant and feed it a Kirima to revive it. Float to the south ledge, then head east and cross the bridge to the next area.

Latheon Gorge is located southeast of the Ymir Forest. Enter via this trail etched into the mountain range.

Use the Sorcerer's Ring to encase the character in a bubble. When done in front of active plants, the gusts of wind emitted carry you from one ledge to the next.

Pick **Kirima** from trees with orange fruit. Use these to revitalize wilted plants.

Float to the south ledge, then cross the bridge.

The Second Area

In the second area, head east up the slope and take a Kirima from the tree. Feed it to the dead plant on the nearby ledge to revive it. Since the plant is too close to the ledge, move to the south side of the area and stand in front of the plant that is blowing north. The revived plant makes a course correction and blows you to the north ledge. Take some Amangos from the tree at the top. Amangos kill the plants.

The blue chest on the ledge in the southwest corner in this area contains the Devil's Arm **Diablos**. The Nebilim Key is required to open it.

The plants in this area work together to transport you to the top ledge.

Pick Amangos from trees with purple fruit and take them to the next area, where some plants must be made to stop emitting wind.

Third Region

On the west ledge are two large flowers that blow the character much farther than the normal sized blooms. The northernmost one carries the character to a tiny island near the waterfall. At the waterfall, stand in front of the top flower and use the Sorcerer's Ring to drift under the falls. Open the chest behind the cascade to obtain a **Star Cap**. Drift back to the islet, and then use the south flower to reach a ledge with a chest containing a **Rare Shield**. Allow the large flower on this same ledge to blow you back to the second area.

Return to the third area and revive both dead plants. Stand in front of the northeast plant and use the ring. Working in combination, three of the plants in the area should blow you to the upper ledge. Collect the **Flare Greaves** and **Toroid** weapons. Be sure to revive the plant at the top of the path, or you will regret it later. Go to the plant near the lower ledge and drift to the southwest hill. Use the large flower on the southwestern hill to drift to the next area.

Float under the waterfall to obtain a hidden item.

Use the large flower in the bottom of the area to leave the falls area.

Three of the plants in the third area must work together to lift you to the top ledge.

Use the ring in front of this large plant to reach the next area.

The Fun is Just Beginning

Before doing anything else, move onto the southwest slope and use a Kirima to revive the flower facing south. Use the Sorcerer's Ring, and the plant blows you over the edge to a ledge in the first area. Open the chest on this ledge to obtain an **EX Gem Lv4**. Drop to the lower level, and then navigate back through the gorge to the fourth area. Move onto the southeast hill and drift to the northwest ledge. Feed Amango to the plant that is blowing southeast to kill it. Then drift south and kill the plant on the southeast rise.

Revive the remaining plant on the southwest hill, and drift to the northeast ledge. Ascend the slope and revive the plant that blows upward. Stand before the top plant and use the Sorcerer's Ring. The plants work in combination to raise the party to the ledge high above.

Use the southwest flower to obtain an out-of-reach item from the first area.

Use Amango to wilt the eastern plant on this ledge.

Feed Amango to this plant as well. Now the southwest flower can carry you all the way to the northeast ledge.

Cliff Drifting

Drift westward to the next ledge, then stand in front of the large plant and use the ring to fly in front of the waterfall to the other side. Use the ring to drift to the right. If you revived the plant that blows upward from the second area, then gusts from the two flowers shall raise you to the ledge on the right. Revive the dead flower on the ledge. Drift to the next cliff on the left. Revive the dead flower and enter the cave.

The chest just inside the cave contains a Fake. Defeat the monster to obtain an **Elixir**. Leave the cavern via the southwest exit. Revive the flower on the ledge and drift to the next ledge. The large flower should blow you to the ledge above the cave on the opposite side of the falls, if you revived the plant below. Drift to the right, and the plants below should carry you up to the highest ledge.

The plant in the area below must be active in order to carry you up to this ledge.

Float from cliff to cliff to reach this cave. Revive the dead flower before entering.

*The slug enemy just below the chest containing a **Draupnir** leaves behind a **Memory Gem** when defeated.*

Use the Sorcerer's Ring to float up to the highest cliff.

The Cave Under the Falls

Follow the path to the top of the hill and revive the plants on either side of the bridge. Use the Sorcerer's Ring in front of the east plant to be blown to a rock high overhead. The rock falls into the stream, separating the waterfall. Head southeast from the shack to find a **Battle Pick** for Presea. Use the Memory Circle, and then enter the shack. Before speaking to the old man, examine the toy bunny in the back doorway to unveil the Wonder Chef. The recipe of the day is **Pescatore**, and includes the ingredients **Pasta**, **Tomato** and any **fish**. Speak to the Storyteller. He leads the party outside and opens the wooden gate. Descend the slope and use the flower to reach the cave behind the waterfall.

Revive all the plants around the waterfall, then float upward to knock a rock loose.

The toy bunny at the back of the Storyteller's home is yet another hiding spot of the confounding Wonder Chef.

With the boulder splitting the waters, a cave hidden behind the falls is revealed.

PLANTIX

HP: 36000	S: Earth
TP: 250	EXP: 7500
W: Fire	GALD: 1250
Items Found: Blue Sephira	

After losing roughly half its HP, the Plantix starts emitting swarms of insects that seek out and damage the characters. Strangely, characters at extremely close range to the boss have a strong chance of being unaffected. For this reason, the battle goes much more smoothly if you employ all melee-type characters, such as Lloyd, Zelos, Regal and Presea. Be careful to take this battle slowly. You can't execute a successful Unison Attack on Plantix until it loses half of its HP. Once its flower head opens (revealing a skull inside), begin blasting it with Unison Attacks!

Storyteller's Tale

The party obtains the **Mana Leaf Herb** after the boss fight. After a mandatory skit, the party returns automatically to the Storyteller's hut. Go inside and speak with him again to learn the whole inside story.

*The Storyteller has a few more words to say. **Quite** a few more!*

SE ABBEY

Items	Monsters
None	None

Zelos' Locked-Up Sister

The SE Abbey is located on a small island consisting mainly of beach situated southeast of the Toize Valley Mine. Bacura monsters can be encountered on this island. If you missed your chance at Toize Valley, keep battling enemies until you encounter one of these. Use the opportunity wisely, since the Bacura disappears after only a few minutes! Enter the SE Abbey and enter the room between the Cardinal Knights. Speak to Seles in the upstairs room to obtain Zelos' Cruxis Crystal. A large quantity of new Side Quests and Sub Events are now available. Turn to the **Appendices** for further information.

The SE Abbey is located on a sandy island southeast of the Toize Valley Mine.

Zelos' sister Seles is no barrel of laughs.

TOWER OF SALVATION

Items	Monsters
None	Kratos *BOSS*

Full Circle

Enter the Tower of Salvation in Tethe'alla. Use the warp ring to reach a familiar platform, and face Kratos.

KRATOS

HP: 25000	S: Lightning, Light
TP: 980	EXP: 7600
W: None	GALD: 4800
Items Found: EX Gem Lv4, Energy Tablets	

In addition to his familiar Techs, Kratos now employs myriad Light spells, such as the devastating Judgement. He employs the same devastating S. Lightning Blade attack as before, so use Guardian and other Defense Techs to lessen the damage. Once again the game continues even if you cannot defeat Kratos.

City of Angels

Push the crates off of the warp ring. Warp back to the prison to rejoin the party. Colette uses her wings to appear to be an angel, eliminating encounters in Welgaia. Speak to all the angels in Welgaia to learn plenty of information regarding Cruxis. Enter the door to the right of the moving walkway. In the corridor, go left and enter the door. Use Nebilim's Key to unlock the dark chest and obtain **Apocalypse**. Though there is an elevator in the building there is nothing of interest on any other floor. Exit the building and go through the east door in the patio area. Speak to the angel to obtain a **Mana Fragment**.

Rearrange the blocks to clear the warp ring out of the prison area.

A Devil's Arm is locked in the north building of the patio area.

*Speak to the angel on duty in this chamber to obtain a **Mana Fragment**.*

Escape from Welgaia

Follow the moving walkway to the teleport pad. The angel refuses to let the party on the pad, so continue heading east. On the back wall of the hangar are three refresher machines. Use the elevators to reach them. The first two restore the party like a full night's rest. The third is a vending machine where you may purchase items. Examine the machine behind the third lift to activate the emergency escape warp point. The machine behind the fourth lift provides information on all of Derris-Kharlan's and Cruxis' inner workings. Descend the stairs and ride the platform to the emergency exit. The party escapes back into the Tower of Salvation.

Use the refresher and vending machines to restock the party.

The machine in the corner provides an ample amount of information regarding the angels.

Use the second machine from the right to activate the escape route.

Items

- Apocalypse
- Mana Fragment

Monsters

- None

TOWER OF SALVATION – DESCENT

Items	Monsters
EX Gem Lv3	Cybit
EX Gem Lv4	Hammer Knuckle
Rare Guard	Murder
Nagazuki	Perfect Murder
Laser Blade	Yggdrasill *BOSS*
Holy Robe	
Dragon Fang	
EX Gem Lv3	
Energy Tablets	
Holy Circlet	
Elevator Key	
EX Gem Lv2	

Trapped Inside Salvation

Use the Memory Circle and descend the stairs. Grab the **EX Gem Lv3** from the chest and continue in the same direction around the corner. Go downstairs. Navigate down the hall and enter the first door on the character's left. Lloyd steps into a room without gravity. This area is just like the frozen lake in the Temple of Ice. Once you begin to move in any direction, you will not stop until you touch a wall or an obstacle. Float across the room to the doorway in the east wall. Snatch the **EX Gem Lv4** in the tiny control room, and then examine the control panel with the red light. All of the red gates within the facility open.

Zero gravity is just like ice-skating. Use the obstacles in the room to navigate toward the east doorway.

Open all the red doors using the console in the control room.

Opening the Blue Doors

Return to the anti-gravity room and float to the western doorway. Head south in the corridor to obtain a **Rare Guard**. Head up the stairs to the central corridor. Go north and downstairs to find two chests containing a **Laser Blade** and a **Nagazuki**. Continue upward in the same corridor to find the control panel that opens all blue doors in the tower.

Return to the stairs, and go straight through the next room. Continue down the corridor until you reach a chest that contains a **Holy Robe**, and then continue downward to the doorway nearby. Move toward the left side of your screen, then head north through the open blue door to obtain Regal's **Dragon Fang** weapon from a chest. Exit the room, go left to an **EX Gem Lv3**, and head upstairs.

New items become available since the red doors are open.

Locate the control panel that opens all the blue doors in the facility.

*Grab the **Dragon Fang** from the chest, then head around the corner to the stairs and continue upward.*

Multiple Levels in the Anti-Gravity Chamber

Return to the anti-gravity room. This time, work your way to the lift on the west side of the room. Ride it up to the next level. Maneuver to the top of this new weightless room and go through the doorway. Head east in the corridor until you find a chest containing **Energy Tablets**. Then navigate south in the corridor. Return to the anti-gravity chamber, and this time float to the south lift in the room. This lift takes you to the first weightless room. Glide directly west to the next lift, and take it down to an all-new anti-gravity room.

Glide across the room to the east doorway, and enter the octagonal room. Grab the **Holy Circlet**, then examine the glowing blue light to obtain the **Elevator Key**. Ride the lift up to the first anti-gravity room. Float to the west door and return to the corridor. Head upstairs and go northeast to the room where the elevator lies. Examine the panel with the blue light to use the Elevator Key and activate the lift.

Use the Elevator Key to unlock the elevator door in the corridor near the starting point.

Use this path to reach the north doorway in the upper anti-gravity chamber.

*Follow the path outlined for the lowest anti-gravity chamber to reach the control room where the **Elevator Key** is located.*

Doorway to Yggdrasill

Examine the blue globe on the corner of the lift platform to descend. Head west, grabbing the **EX Gem Lv2** in the chest along the way. Before using the warp ring, be sure your party is set up to handle a boss!

YGGDRASILL

HP: 40000	S: Light
TP: 3000	EXP: 3000
W: Dark	GALD: 0
Items Found: None	

Psych! This is not the final battle you may be hoping for. Merely survive long enough and cause 10000 HP of damage, and Yggdrasill retreats. No items or EXP for you!

ALTESSA'S HOUSE & FLANOIR

Items	Monsters
Snow Hare*	Angel Commander
Kratos' Locket*	Angel Swordian
Zelos' Cruxis Crystal*	

*Depending on who you choose to talk to in Flanoir, the item received could be Colette's **Snow Hare**, **Kratos' Locket**, or **Zelos' Cruxis Crystal**.

Twisted Chain

A Memory Circle now appears outside Altessa's House. Use it before entering. After several revealing events during the night, Altessa is badly wounded. Defeat the angels. Then speak to Yuan, Tabatha and Raine to continue. In the morning, pilot the Rheairds northeast to Flanoir. Enter the doctor's clinic on the east side of the snowy city.

While waiting for the party to return, agree to go for a walk with Colette to view an extra scene. Colette gives Lloyd the **Snow Hare**. The Hailstorm weapon shop in Flanoir now sells much better equipment. The clerk also performs customizations. Another large quantity of side quests and sub events are now available. Check the **Appendices** for details.

Speak to the doctor at Flanoir about Altessa's condition.

Just so you know, the three characters chosen to go with the doctor are your lowest three in terms of character relationship.

TOWER OF SALVATION – RUINS

Items
Diamond Shell
Ogre Ax
Hanuman's Staff
Southern Cross
Heavenly Robe
Energy Tablets
EX Gem Lv4
Star Mail
Phoenix Cloak
Star Guard
EX Gem Lv3
Shaman Dress
Star Shield
Star Helm
Star Circlet
EX Gem Lv3
Star Gauntlet
EX Gem Lv2
Star Bracelet
EX Gem Lv4
Spirit Bottle

Monsters
Gatekeeper *BOSS*
Angel Commander
Angel Spearman
Angel Swordian
Bomb Plant
Bomb Seedling
Evil Orchid
Mocking Plant
Pronyma *BOSS*
Idun *BOSS*
Yggdrasill *BOSS*

All-Access to Cruxis

Attempt to reenter the tower. Yuan leads the party to a secret entrance with two refresher machines. Both offer the same items for sale. Use the warp ring to return to the platform where Yggdrasill was previously encountered. Now there is a lesser enemy to fight.

Use the refreshers in the secret passage to stock up before proceeding.

GATEKEEPER

HP: 18000	S: Light
TP: 800	EXP: 8880
W: None	GALD: 8970
Items Found: Mystic Symbol	

Two Angel Swordians bearing 8000 HP each flank the Gatekeeper. Defeat the minions so that the entire party concentrates on the boss. The Gatekeeper reduces the damage from all physical attacks by half, so make sure that Genis pours on the magic Techs. If the Gatekeeper goes into Over Limit, it tends to go a little wacky with the sword attacks. Use Defense Techs to defend yourself until the effect subsides, and then continue. This battle should be over before you blink!

HOW HAVE YOU BEEN TREATING PEOPLE?

If you have a poor relationship with a particular member of your party, you may find yourself in a life or death struggle with him or her momentarily. Relationships are determined by the responses you've given at certain points in the game, and at the skit points scattered across the Sylvarant and Tethe'alla field maps. As in most boss fights against other party members, defend and attack to allow spell casters time to attack the enemy from all sides, and you should make it through fine.

Unbalanced Bridge

Use the Memory Circle near the entry point, then head through the nearby intersection and use the Sorcerer's Ring to blast away the debris blocking the corridor. Jump to the middle platform. The destroyed central bridge acts like a teeter-totter, dropping the party to the lower level. Use the stairs near the back wall to return to the middle level, and jump on the teeter-totter again. Run to the east side of the room, and jump off on the lower level.

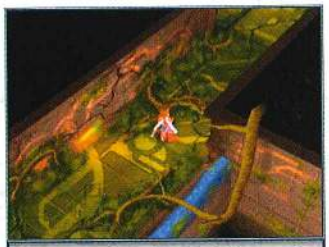
The bridge requires a balance, so that the party may reach the exit.

As you run across the bridge east, the platform tilts toward the lower level.

Navigating to the Upper Level

Head southeast in the corridor. When you reach a wide passage, burn away the plant roots with the Sorcerer's Ring. Open the three treasure chests to obtain new weapons, and then continue southwest to the next corridor. Ascend the stairs and burn away another tree root with the Sorcerer's Ring. Emerging into a room, head south to find a treasure chest containing a **Heavenly Robe**.

Head northeast in the same area and burn away a tree root to reach a chest containing **Energy Tablets**. Continue southeast down a wide passage. Turn north and burn away a tree root to access a room containing an **EX Gem Lv4** and a **Star Mail**. Navigate southwest to the end of the corridor.



Burn away these tree roots to reach two items.

A Suitable Counterbalance

Stand at the edge of the balcony near the boulder tangled in the tree roots. Shoot the Sorcerer's Ring three times to burn away the roots and drop the boulder onto the teetering bridge below. Head back through the long corridor to the stairs. Move to the bottom of the room below and use the switch to open the door. Descend the stairs at the back of the room with the giant tree trunk and jump onto the bridge. As you run across the bridge to the right, the boulder balances your weight so that you may reach the middle level on the east side of the room. Head upstairs and use the warp ring on the top level to proceed.

Use the Sorcerer's Ring to free the gigantic boulder from the tree roots, dropping it onto the bridge below.

The boulder acts as a counterbalance, allowing access to the middle platform on the east side of the room.

An Administrative Sacrifice

Use the Memory Circle. Before stepping onto the nearby warp ring, head southwest and northeast to obtain items from treasure chests. There is also a refresher that sells items in the south portion of the area.

Obtain items from the upper and lower portions of the room before warping to the next area.

Heroic Acts and Diamond-like Rooms

Navigate through the diamond-shaped area until you find a **Star Helm** and a Memory Circle. Then follow the path as it spirals inward to a warp ring. After a few events, navigate around the outside of the diamond-shaped room until you spot an opening, then move inward to find a partially hidden chest containing a **Star Shield**. Continue moving around the outside of the diamond-shaped room, and follow the next opening to a Memory Circle. Save your game, then return to the outer path and follow it to a warp ring.

Treasure chests throughout this stage are tucked behind debris that almost obscures your view of the chest.

Return to the Great Seal

In the next diamond-shaped area after Presea's event, explore to find three items and a Memory Circle, then find a route to the eastern corner and the warp ring to continue. At the intersection of the next room, be sure to head left and then right to obtain items before heading down the north passage, or traumatic events cause you to miss out! In the final diamond-shaped area, head southeast and work your way inward to a chest containing an **EX Gem Lv4**. Then head to the north corner of the area to find a Memory Circle. From there, go southwest and then inward to find a **Spirit Bottle** partially obscured by debris. Find the warp ring at the east corner of the area. After Lloyd crosses a long bridge, use the Memory Circle and then examine the blade stuck in the wall to find a hidden door.

Go right and left in the "+" shaped area to obtain items before continuing up the middle.

Examine the sword stuck in the wall on the platform to reveal a hidden exit.

PRONYMA

HP: 32000	S: Dark
TP: 850	EXP: 7000
W: Light	GALD: 4800
Items Found: Red Savory	

IDUN

HP: 11000	S: None
TP: 0	EXP: 1200
W: None	GALD: 1200
Items Found: Black Quartz	

Pronyma's weakness to Light magic makes her a prime target for spells cast by Raine. Unfortunately, her sidekicks take great pleasure at interrupting spell casters. Destroy the two Iduns as fast as possible, while trying to keep everyone alive with items at the same time. Once the side kicks are gone, keep Pronyma occupied by striking her with physical blows, and command Raine to cast her most powerful Light spells. When rearranging your party before the battle, be sure to include Sheena and command her to summon Luna. This Tech alone should finish off Cruxis' dark mistress quickly.

YGGDRASILL

HP: 40000	S: Light
TP: 3000	EXP: 8320
W: Dark	GALD: 4800
Items Found: EX Gem Lv4, Energy Tablets	

Now comes the battle you have either been waiting for—or dreading. This time, Yggdrasill must be defeated! When you have a chance to rearrange the party, be sure to include Lloyd, Genis, Raine and Sheena. Command Sheena to summon Shadow. Yggdrasill makes magic casting difficult by warping suddenly to any position in the room and striking with powerful wide area Light spells. Command Sheena to cast T. Seal: Darkness on her own weapons as well as Lloyd's, and smack this evil jerk with everything you've got. If the going gets rough, don't hesitate to stand back and pop Energy Tablets, a Spirit Bottle, or even an Elixir to help the party keep going strong to outlast the lord of Cruxis.

Items

- Crystal Dagger
- Stardust
- Acalanatha
- Angel's Tear
- Memory Gem
- EX Gem Lv4
- Mana Protector
- EX Gem Lv3
- EX Gem Lv4
- Warlock Garb
- Shield Ring
- Diamond

Monsters

- Alraune
- Bellpepper Head
- Carnivorous Plant
- Cutlass
- Gold Dragon
- Man-eater
- Torent
- Kratos *BOSS*
- Origin *BOSS*

Pensive Hours

Return to Ymir Forest and quick jump to Heimdall. Speak to the other party members hanging out in various places around the elf village. When finished, speak to Colette near the inn and agree to go to bed. Head north and speak to the Elder. Then speak with the watchman to enter Torent Forest.

Speak to Colette outside the inn when you are prepared to proceed.

Furry Guide

Upon entering the forest, a merry little critter is seen hopping into a stump. First search the area fully, without leaving, to find the first two items. Then move to the tree trunk and fire the Sorcerer's Ring into the hole to drive the animal out. Follow it into the next area. If you try to leave the area through an exit other than the one used by the tree stump animal, you will reenter the exact same area from the other side.

Proceed to the next area and fire the Sorcerer's Ring into the tree stump to drive out the furry animal. Grab two items in this area and then follow it east into the next area.

Fire into the tree stump to send the little critter scurrying.

The animal appears again near the proper exit from the area.

Gold Dragon of Torent

In the third area, head east past the shallow pond and then move northeast. The Gold Dragon hangs out in this area. Defeat the monster for a nice EXP boost. Continue heading east from the Gold Dragon's position to find a tree stump. Fire into the stump to drive out the animal, then follow it up the middle path of the area.

*Defeat the enemy just north of the pond to obtain a **Memory Gem**.*

Save Before Proceeding

Keep going east in the next area, and use a Memory Gem to unseal the memory circle. Search this same area for six items, including the two hidden behind the waterfall. Follow the southeast path to a tree stump. Fire into the stump to drive out the little guy, and chase it into the next area. Head north through the next section and go right at the top path. Fire into the stump to send the animal scurrying into the next area.

Two items are tucked behind the waterfall in the fourth area.

KRATOS

HP: 12000	S: Lightning, Light
TP: 1400	EXP: 9990
W: None	GALD: 5520
Items Found: None	

The only way Lloyd can win against Kratos in this insane one-on-one duel is to attack conservatively. Use normal combos, adding one or two Techs at the end only if Kratos starts to stagger. Give Kratos his turn, and reduce damage by defending. If Kratos attempts to use Grave, use Lloyd's Guardian Defense Tech to nullify damage. Use Lemon Gels to heal Lloyd, and try not to let him drop below 1000 HP. After half his HP is gone, Kratos combines Grave Techs with combos and Thunder Blade spells that seem to take no time to cast.

ORIGIN

HP: 40000	S: None
TP: 800	EXP: 10240
W: None	GALD: 9870
Items Found: Reflect Ring	

Have Sheena cast any form of T.Seal or S.Seal on the weapons of melee fighters in the group such as Lloyd or Presea, and also try to give her room to summon any Summon Spirit. When Origin begins a "Thunder Arrow" attack, drop everything you are doing and run away. This attack affects a wide area around the target, and damages each afflicted person by more than 1500 HP. With four arms and four weapons he has an extremely high offense, so make Raine cast Barrier or Field Barrier on the party to compensate. Strike a Unison Attack early on in the battle, and use a few Taunts to help refill the gauge. You should be able to refill it just in time to finish off Origin.

The Toppling Tower

The party races back to Heimdall. The villagers remaining must be saved in order to continue. Head north past the windmill and help the person stuck under the rock. Head to the shopping area. After Lloyd saves two more elves, return to the Elder's house and convince the village chief to leave. Now head for the entrance of Heimdall.

Save the villagers remaining in Heimdall before leaving.

Forging the Material Blade

Fly the Rheairds to Sylvarant, and land at Dirk's House. Lloyd acquires the **Material Blade** and the **Eternal Ring**.

*Return to Dirk's House in Sylvarant to forge the **Material Blade**.*

DERRIS-KHARLAN

Items	Monsters
EX Gem Lv2	Dark Archer
EX Gem Lv3	Dark Spear
Golden Helm	Dark Sword
Magical Ribbon	Death
EX Gem Lv4	Doom Guard
EX Gem Lv3	Samael
EX Gem Lv4	Phantasm
	Phantom Knight

Paths Through the Abyss

Enter the Tower of Salvation. Lloyd obtains the title, "**Eternal Swordsman**". Origin takes the party to Derris-Kharlan. Navigate around the first area to collect two EX Gems, then head northeast to the next area. The second area is enormous. Navigate around the area and collect all five items here before continuing north to the next area.

Navigate around the large area before proceeding toward the north exit.

WELGAIA

Items	Monsters
Spider Figurine	The Fugitive *BOSS*
Chipped Dagger	The Judged *BOSS*
Mirror Shard	The Neglected *BOSS*
Derris Emblem	

Emptied of Angels

Head toward the teleport pad at the top of the area. A force field prevents you from going after Mithos. The other party members must be located before you may leave Welgaia. Go south toward the detention area. Sheena and Zelos or Kratos rejoin the party. Examine the glowing circle left on the ground to defeat the first of three very weak sub-bosses.

Sheena and Zelos struggle for sanity in the patio area.

THE FUGITIVE

HP: 20000	S: Water, Lightning, Light, Dark
TP: 500	EXP: 2800
W: None	GALD: 3200
Items Found: Magic Ring	

Use Fire, Ice, Wind or Earth attacks to defeat the monster, in combination with physical attacks and Techs.

Imprisoned by Illusions

Use the warp circle to enter the prison. Ride the platform across the chasm to save Regal and Presea. The **Chipped Dagger** is received. Examine the blood on the floor to fight the next sub-boss.

Free Regal and Presea from the cell block.

THE JUDGED

HP: 20000	S: Wind, Earth, Light, Dark
TP: 500	EXP: 2800
W: None	GALD: 3200
Items Found: Attack Ring	

Use Ice, Water, or Fire attacks to defeat the monster, in combination with physical attacks and Techs.

Fatal Reflections

Return to the center area, and head east toward the refreshers. The machines are still active, so use them to recuperate and restock. Descend the steps and use a lift to go to the lowest floor. Raine and Genis rejoin the party, and the **Mirror Shard** is procured. Examine the glimmering glass on the ground to defeat the final sub-boss.

Locate Raine and Genis fighting their demons near the vending machine area.

THE NEGLECTED

HP: 20000	S: Fire, Ice, Light, Dark
TP: 500	EXP: 2800
W: None	GALD: 3200
Items Found: Defense Ring	

Use Water, Wind, or Earth attacks to defeat the monster, in combination with physical attacks and Techs.

Portal to Vinheim

Having reunited the party and obtained the other three items, return to the central area and approach the top teleport to find the **Derris Emblem**. Warp to the next area.

Path to Glory

Search every room and spiraling ramp of Mithos' castle to locate the numerous items. Ascend the stairs and defeat the Dark Dragon. The monster drops the **Vinheim Key**. Open the doors. At this point you may use the warp point to reach the final boss.

The Dark Dragon should be extremely easy to defeat.

Use the warp sigil in the chaotic void to reach the final boss.

Warping Back to Tethe'alla

Numerous side quests and sub events throughout both worlds are now available for the first time. The function of the castle's entry warp ring can be changed so that the party may warp back to the Tower of Salvation without having to retread Derris-Kharlan. Go through the east doorway in the castle and defeat the stationary angel enemy on the ground floor. A black treasure chest appears on the balcony high overhead.

To reach the chest, ascend the stairs and cross the catwalk high above the central room. In the western stairwell room, ascend to the highest level. Cross back through the Dark Dragon's chamber to the upper level of the east chamber. Open the chest to obtain the **Future Stone**. Return to the lower level of the Dark Dragon's room. The Future Stone automatically activates the red square in the central hall, and four boxes appear. Unfortunately, none of these boxes are useful until the Past Stone is acquired.

Cross through the Dark Dragon's room and go through the upper doorway on the west side of the room. Ascend the spiraling ramp and enter the fourth doorway. Defeat the stationary angel in the room to trigger the appearance of a black chest. Open the chest to obtain the **Past Stone**. Return to the Dark Dragon's room. The Past Stone reacts to the blue floor panel to create another warp point and four more colored boxes.

Push the black, dark blue, red and purple boxes onto the left warp ring, in that exact order. Each time you reach the suspended platform, push the boxes into the space between the rails to form a bridge. Finally, push the purple box across the bridge and drop it into the floor niche. Push the yellow, green, light blue and white boxes onto the east warp ring, in that order. Each time you reach the suspended platform, push the boxes into the space between the rails to form a bridge. Finally, push the white box across the bridge and drop it into the floor niche.

The center barrier on the suspended platform dissipates. Open the black chest to collect the **Sacred Stone**. Warp back to the entrance hall and examine the lower warp ring. The party can now warp back to the Tower of Salvation without backtracking through Derris-Kharlan.

*Defeat the stationary angel in the lower east wing to make the black chest containing the **Future Stone** appear.*

*Defeat the stationary angel in the square sitting room high up in the northwest tower to obtain the **Past Stone**.*

Return to the entrance hall and boxes appear. Move the boxes onto the warp rings to transport them to the suspended platform.

Push the boxes into the gap between the rails to form a bridge to the center.

*Drop the white and purple boxes into the depressions to remove the center barriers. The **Sacred Stone** enables warping directly back to the Tower of Salvation.*

Items

- Energy Tablets
- Prism Guard
- EX Gem Lv4
- Spirit Bottle
- Mortality Cloak
- Elemental Guard
- Ninja Sword
- Past Stone
- Elixir
- Blue Shield
- Shield Ring
- Demon's Seal
- Future Stone
- Sacred Stone
- Vinheim Key

Monsters

- Dark Archer
- Dark Commander
- Dark Dragon
- Dark Spear
- Dark Sword
- Mithos *BOSS*

MITHOS

HP: 55000	S: Light
TP: 5000	EXP: 8280
W: None	GALD: 1690
Items Found: None	

Colette will not be as effective as other characters in this battle, so leave her out of the party. Be sure to include Raine, but make sure that her Strategy is set to Heal. Employment of Genis and Sheena is highly recommended as well. Several times throughout the battle, raise everyone's defense by casting Field Barrier, then assault Mithos constantly so that he will not interfere with magic casting. Attempt to summon any Summon Spirit except Luna, and use Sheena's T.Seal and S.Seal Techs to improve the damage of melee attacks. While we would like to say hold nothing back, the second battle is more intense. Try not to consume all of your items in the first battle, but use all the Panacea Bottles needed to cure status effects. Mithos' Judgement attacks are bound to KO a few characters. Raise them quickly with Life Bottles rather than letting Raine cast Resurrection, and use Lemon Gels occasionally in an effort to keep HP above 2000 on each character at all times.

MITHOS

HP: 60000	S: Light, Dark
TP: 1500	EXP: 0
W: None	GALD: 0
Items Found: EX Gem Max	

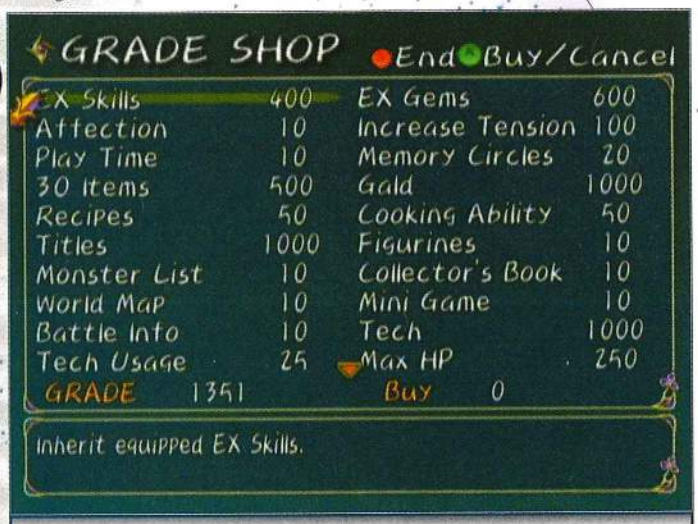
Although Mithos gains in HP, he loses some mobility in this form. Quickly use Energy Tablets to restore the party, and continue the previous strategy. Remember to employ Unison Attacks and summoning, and use whatever items are necessary to keep the party healthy and capable of Techs. This is the final battle, don't blow it!

REPLAY GAME BONUSES

REFERENCE ITEMS THAT DO NOT FIT EASILY INTO OTHER CHAPTERS ARE CONTAINED IN THIS SECTION.

Completing the game unlocks special bonuses that become available when starting a new game. After finishing a game, an option to save is presented. Save the game to a Memory Card. Game clear data is highlighted with a green "*." To start a new game with benefits, select the "Continue" option at the title screen and load the save created.

When starting a new game with benefits, the player has the opportunity to spend Grade points accumulated in the previous game to purchase upgrades that take effect in the new game. Some upgrades actually allow you to carry over items and skills acquired in the previous game. These bonuses make replaying the game much easier or much harder, depending on the upgrades chosen. Completion of the game awards an additional 1000 Grade points for use in the shop. Even when completing a game as quickly as possible without extraneous leveling up, you should be able to accumulate another 300 – 500 Grade points. Be sure to purchase the option to increase Grade points earned in battle so even more options can be purchased after your next game!



Spend Grade to purchase benefits to take effect while playing a new game.

Other new features become available in a replay game without the need to spend Grade points. A new option on the title screen enables the viewing of the "Game Record", which displays statistics regarding your best efforts in previous games. In the Customize screen of options, the difficulty of battles can now be set to "Mania", which is more difficult than "Hard." Additionally, speak to the Katz that is spinning on the blue platform in Katz' Village to review all the skits in the game.

Speak to the Katz' Mayor in Katz' Village in Sylvarant to view all the skits in the game.

GRADE SHOP

UPGRADE	GRADE PTS.	EFFECT
EX Skills	400	Inherit equipped EX Skills.
EX Gems	600	Inherit EX Gems in possession.
Affection	10	Inherit the current relationship level.
Increase Tension	100	Start the game with an increased rate of tension for all characters.
Play Time	10	Inherit game play time.
Memory Circles	20	Inherit unlocked Memory Circles.
30 Items	500	Possess up to 30 of each item.
Gald	1000	Inherit Gald in possession.
Recipes	50	Inherit recipes in possession.
Cooking Ability	50	Inherit current cooking ability.
Titles	1000	Inherit titles in possession.
Figurines	10	Inherit figurines in the Figurine Book.
Monster List	10	Inherit information in the Monster List.
Collector's Book	10	Inherit information in the Collector's Book.
World Map	10	Inherit information on the World Map.
Mini Game	10	Inherit data from the mini games.
Battle Info	10	Inherit values for encounters and maximum combos.
Tech	1000	Inherit skills and magic in possession.
Tech Usage	25	Inherit usage values for skills and magic.
Max HP	250	Start the game with maximum HP for all characters increased by 500.
Min HP	10	Start the game with minimum HP.
Combos	50	Set earned regular EXP value to 1, and increase combo bonus.
1/2 EXP	10	Decrease the EXP earned from battle by half. For players who want to finish the game at a low level.
2x EXP	1000	2x increase in EXP earned from battle.
10x EXP	3000	10x increase in EXP earned from battle.
GRADE	100	Increase the GRADE earned in battle.

SIDE QUESTS AND SUB-EVENTS

Throughout the game there are opportunities to trigger additional events. Many of these events can be beneficial in some way, such as obtaining new titles for certain characters or stocking up on a few items. In some cases, following a certain series of sub-events eventually takes on the scope of a full side quest. In this section, both types of bonus events are lumped together. Most sub-events are available in a first run-through of the game.

Some sub-events and side quests are only available when eight characters are in the party. For instance, every time Colette is kidnapped many side quests cannot be triggered. Additionally, sub-events and side quests occur in "seasons" during the game. This means that side quests and sub-events that are available early in the game may not be available once certain events transpire. Also, major events near the end of the game trigger new waves of side quests and sub-events to become available. While following the normal course of the game, be sure to refer to this section often to see what kinds of sub-events and side quests are available to participate in.

Colette's "Dog Lover" Title

Available: Whenever Colette is in the party and can speak

Whenever a dog is seen wandering near a town or a house of salvation, change the onscreen character to Colette and "speak" to the dog. Colette names the animal. However, during times when Colette loses her voice or her soul, she cannot name the dogs. When all dogs have been named, Colette receives the "Dog Lover" title. While the walkthrough touches on most dog locations, here is a complete list of the number of dogs in each area:

Iselia region House of Salvation: 1 dog
Triet: 1 dog
Izoold: 1 dog
Palmacosta: 2 dogs
Palmacosta region House of Salvation: 1 dog
Thoda Island Sightseeing Boat Dock: 1 dog
Thoda Geyser: 1 dog
Asgard: 2 dogs
House of Salvation north of Asgard: 1 dog
Hima: 2 dogs
Meltokio: 2 dogs
Sybak: 2 dogs
Mizuho: 1 dog
Ozette: 2 dogs
Flanoir: 2 dogs
Altamira (daytime): 1 dog
Altamira (nighttime): 1 dog (near casino)
Exire: 2 dogs
Heimdall: 2 dogs
Iselia: 1 dog (reenter town after Colette rejoins party)
Luin, City of Water (post-reconstruction): 1 dog

Sword Dancer

Available: From Ossa Trail

The Sword Dancer is an especially powerful boss looking for a worthy challenger. By defeating Sword Dancer in three locations during the game, some really cool accessories and Lloyd's most powerful weapon can be obtained. The Sword Dancer must be defeated in each place it appears. If too many events progress, the monster disappears and will not appear at the next location. The Sword Dancer appears as a stationary skull enemy, extremely dark in color. Speak to the skull and choose the "Fight" option to engage the monster. In all cases, the monster inflicts intense damage with its sword attacks. Use Defense Techs such as Guardian to lower damage, use items frequently to recover, and try to dodge its area-affecting spells. The Sword Dancer is weak against Light magics; keep this in mind when looking for tactics to defeat it.

The Sword Dancer first appears in the rear cave of the mine at Ossa Trail. It has 8888 HP, and your characters need to be levels 15 and higher to even think of taking it on. The monster leaves behind the **Yata Mirror** when defeated. The Sword Dancer disappears after Lloyd speaks with Colette at the mountaintop of Hima right before the party rides the dragons to the Tower of Salvation. (It's possible to leave Hima right before getting on the dragons.)

The Sword Dancer next appears in Gaoracchia Forest, just a few areas in from the entrance close to the Mizuho/Ozette part of the woodlands. His HP rises to 33,333, so avoid taking him on until the characters have attained quite a few more levels. Raine and Collete must be in the party for the boss to appear in the woods. The Sword Dancer disappears from Gaoracchia Forest after the party visits the Tower of Mana to defeat Luna and Aska. Following this confrontation, the creature drops the **Yasakani Jewel**.

The final appearance of the creature is in Iselia Forest after the party returns from the Tower of Salvation and Colette's illness is cured. The creature bears a maximum HP of 99,999, so take it on only after your characters have basically done everything outside of fighting the final boss. This time the monster bids you farewell and drops Lloyd's most powerful weapon, the **Kusanagi Blade**.

EB Mini-Game

Available: Izoold, whenever Genis is in the party.

Speak to the Katz near the docks to play Emotion Balloon. Memorize or jot down the emotion balloons associated with each direction on the +Control Pad. For each emotion balloon displayed by the Katz, respond by displaying the same one. If the Katz jumps for joy, push the L Button. If the Katz makes a crying motion, press the R Button. The prizes for each difficulty are:

EMOTION BALLOON PRIZES

MODE	ROUNDS	PRIZE
Easy	10	5 Apple Gels
Normal	15	5 Life Bottles
Hard	30	5 Lemon Gels

Waitress Mini-Game

Available: From Palmacosta until Forcystus is defeated at the Iselia Human Ranch, any time Colette can speak.

Speak to the cook behind the counter in the cafeteria of Palmacosta Academy to engage in the waitress mini-game. Colette must serve lunch to several waves of customers. The customers approach the counter, order a dish, and then move to a seat. This mini-game challenges whether you can remember who ordered what dish, and in what quantities. Tell the orders to the cook, and deliver the food to the customers by speaking with them. Each wave of customers is harder than the last, as more customers begin ordering simultaneously. There are a few tricks to use to master this mini-game without straining your brain. As customers are ordering, quickly jot down their hair color and what they ordered. Another method is to record what the customers order, then quickly play back the segment to review. Several prizes are awarded for this mini-game.

If the party had spoken to Cacao with less than 1000 Gald, the cook then gives the party a free **Palma Potion** to give to the Impostor Chosen group. For the effort, Colette receives the title "Turbo Waitress." Also, 100 – 500 Gald is awarded based on how well the orders were served to the customers.

Practicing with Kratos

Available: From Palmacosta until Tower of Salvation in Sylvarant.

At an extremely late point in the game, the relationship between Lloyd and Kratos and Lloyd and Zelos is ranked based on answers given during dialog, the number of skit points viewed involving both characters, and whether or not Lloyd participated in four training events with Kratos. If Kratos is your highest relationship character, then you'll get extra scenes and skits near the end of the game if he's in your party. (Kratos can always join the party late in the game. Just reject the first three characters who knock on the door in Flanoir.) His rare figurine also becomes available for crafting. Here are the training events, and how to trigger them:

- At Palmacosta, speak to one of the guards in front of the Governor-General's building and agree to train.
- At Asgard, defeat the Windmaster and then stay an extra night in the Cool Breeze inn. The next morning, Kratos invites Lloyd to train.
- After the first quick trip to the Asgard Human Ranch, return to Luin. Following the camping scene, speak to the swordsman standing near the former weapon shop. Kratos reminds Lloyd to train.
- At Hima, speak to the dragon wrangler at the mountain summit. When the party splits up and the characters are standing around Hima, speak to Kratos twice to train.

Lousy Impostors!

Available: Palmacosta and afterward

The Impostor Chosen group can be encountered several times after the Palma Potion events in Palmacosta. Visit the following places in the following order to encounter the fakes several more times.

- After defeating Kvar at the Asgard Human Ranch, return to the stone altar at Asgard.
- Balacruf Mausoleum, to the left of the temple entrance.
- Luin, in front of the item shop during stage 10 of reconstruction, after the weapon shop reopens.
- Asgard, after clearing the Iselia Human Ranch stage.

Rebuilding Luin

Available: After curing Pietro in Hima

After obtaining Boltzman's Book and the Unicorn Horn, return to Hima and enter the second floor room at the inn. When Pietro is cured, he vows to return to Luin and help rebuild the town. The next time Luin is visited, Pietro stands near the east entrance. He asks for donations to help rebuild the town.

The town can be rebuilt in stages by contributing Gald until a certain amount is reached. Donating too much money is a waste, since only one stage can be reached at a time. For instance, if you donate 20,000 Gald right away, only 5000 is put toward the reconstruction and the rest just disappears, perhaps into some victim's relief fund that is never to be paid out.

After donating each amount, leave the town and return to view the changes. Donate according to the amounts specified in the following table, and eventually Luin returns to its former glory. Continue contributing even after that, and Luin can become the best town in the game, with a weapon shop that sells extremely powerful equipment!

LUIN REBUILDING DONATIONS AND STAGES

STAGE	DONATION	NEW FEATURES
1	5,000	Pietro gives his gratitude.
2	12,000	Woman stands next to Pietro.
3	21,500	Name changes to Luin: City of Rebirth.
4	15,000	New workers in town.
5	20,000	More people arrive.
6	25,000	Town full of enthusiastic workers.
7	35,000	Music changes, inn and item shop open. No more changes until the party travels to Tethe'alla.
8	40,000	Adventurers and other types in town.
9	45,000	Katz team returns to Luin.
10	50,000	Luin restored to former state. Weapon/Customization shop reopens.
11	75,000	Flagstone streets, new weapon shop with more powerful equipment.
12	100,000	Town renamed Luin: City of Water. Upgraded buildings, covered bridges.
13	5,000	Statue of Sheena built near weapon shop.
14	5,000	Statue of Lloyd built at fountain.
15	5,000	Statue of Raine built near item shop. Pietro leaves Luin.

pleted. The fol

Orienteering

Available: In Palmacosta after defeating Kilia.

After defeating Kilia in the government building of Palmacosta, a Palmacosta soldier takes a position near the canal in the public square outside the Governor-General's building. Speak to him to engage in Orienteering, which functions like classic "Scavenger Hunt." There are no prizes for this fun mini-game, except for the joy of a good challenge. Speak to the soldier a second time for a clue regarding the NPC or environmental object that represents the "checkpoint." Once you determine who the NPC is, find the person and speak to them. After finding all the people involved, the last person may ask a series of challenging questions to which you may not know the answers unless the game is already completed. The following NPCs may act as checkpoints:

- The dog in the square
- The boy in the square or near the steamship
- The elderly woman standing in the garden near the square, who cannot hear very well
- The two guards in front of the Governor-General's building
- The rudder of the docked steamship
- The elderly man standing on the empty dock near the shops
- The man near the lighthouse (stand next to him for 10 seconds)
- The box of fish next to the food shop
- The man near the food shop claiming to be the "Wonder Chef"
- The flower pot on the windowsill on the exterior of the inn
- The person sleeping in the Martel Church
- The table inside the Palma Potion store
- The sandwich board outside the Palmacosta Academy cafeteria
- The blackboard in the first classroom on the second floor of the academy
- The hidden shop at the pier (Move between the boxes across from the weapon shop and continue inward until you reach a counter where a man claims his store will soon open–but it never does.)

Red Light/Green Light

Available: Grand Tethe'alla Bridge, whenever Genis is in the party.

Speak to Sea Katz in the second area of the Tethe'alla Bridge, when entering from the Meltokio side. Sea Katz challenges Genis to a game of Red Light/Green Light. Several other children participate as well. Whenever Sea Katz back is turned, move forward as quickly as possible. When Sea Katz finishes saying "Red Light" and turns around, stop moving. If Sea Katz spots movement, she sends the offending player to the line. While you are attempting to move forward, other children may attempt to cut you off. If two children touch, the second one in line is knocked a few steps backward. There are three levels of challenge. Complete all three levels and Genis is awarded the title "Strategist." Win all three levels of Red Light/Green Light again after using the Vinheim Key at Vinheim and Genis receives the **One World** kendama.

The trick to winning Red Light/Green Light is to press the A Button as rapidly as possible. Whenever Sea Katz starts to move, press the START/PAUSE button. The option to quit appears, but instead cancel back to the game. Even if Genis was moving forward, the movement is canceled. Avoiding contact with other children is easy if Genis starts from an outside lane position. If Genis starts the game in a central lane, navigate to the outer edge of the bridge and move upward.

The Mature Child

Available: Must accomplish first event during first visit to Ozette; second event occurs after clearing the Remote Island Human Ranch.

After reaching Ozette, move toward the item shop until Wells insults the party and flees. After defeating Rodyle at the Remote Island Human Ranch, return to Altamira and approach the gravestone in the first area to encounter Wells again. Presea obtains the title, "Mature Child."

The Devil's Arms

Available: In Flanoir, after finding Evil Eye at Toize Valley Mine. Party must have eight members to obtain all Devil's Arms.

In the Toize Valley Mine, the party discovers the cursed weapon **Evil Eye** among the debris of the Bacura that is crushed in the boulder trap. Following this discovery, head to the city of Flanoir on the snowy continent. Speak to Abyssion, the man sitting on the porch of the closed building across from the town entrance. He gives Lloyd the **Nebilim** twin blade and the **Nebilim Key**, and asks that you collect the other Devil's Arms and bring them to Flanoir. Find the rest at the following locations and then report back to Abyssion in Flanoir:

- Reenter Gaoracchia Forest from Mizuho or Ozette. Use the light beam function of the Sorcerer's Ring to burn away the vines covering the sealed chest. It contains the **Fafnir**.
- Use the secret passage at the Temple of Earth to return to the secret chamber where the Dragon roams. The Gnomelettes block the rear portion of the passage. The last Gnomelette is at Altessa's House. After convincing him to return to the Temple of Earth, the Gnomelettes leave the area. Unseal the dark blue chest in this area to obtain the **Gates of Hell**.
- Check into the hotel at Altamira and go to the casino/theater area at night. A man on the bridge is selling the **Disaster** for 1000 Gald.
- Once the party becomes able to fly the Rheairds between Tethe'alla and Sylvarant using the Renegade Bases in either world, return to Triet. Speak to the person near the shops and to the man standing near the oasis to learn about a scholar who lost a dark weapon in the desert. Head north from Triet toward a lone mountain. A special skit point appears on the west side of the mountain. When this is touched, the party must battle the Sand Worm. Defeat the monster to obtain the **Soul Eater**.
- While exploring Latheon Gorge, procure the **Diablos** from a treasure chest.
- In the angel city of Welgaia, obtain the **Apocalypse** from the room inside the tower.
- When the first eight weapons are located, speak to Abyssion in Flanoir. He leaves for the Temple of Darkness. Head to Hakonesia Peak and speak to Koton to obtain the **Heart of Chaos**.

After obtaining all nine, reenter the Temple of Darkness and meet Abyssion in the chamber where Sheena made a pact with Shadow. Abyssion transforms into an evil creature with 120,000 HP! Defeating him is extremely tough. The battle is more manageable if an All-Divide is used to halve damage for both sides. At least this way, you will survive long enough to have a shot. Have Raine chain-cast heals, and bring 20 Life Bottles and Miracle Gels. Presea gains the title "Empty Soul."

Defeating Abyssion unlocks the true potential of the Devil's Arms. Although they start off as the weakest weapons, they can become the strongest. Every time a Devil's Arm is used to defeat a monster, it gains attack power even though the statistics do not change. The potential of these weapons is virtually unlimited, if you have the patience to improve them.

Treasure of the Dragon

Available: During and after Temple of Earth stage.

The Dragon roams the area near the location of the Gates of Hell weapon in the Temple of Earth, just inside what the Gnomelettes refer to as the secret passage. Though the amount of EXP gained for defeating the Dragon decreases as the party level increases, the amount of Gald received remains a staggering 10,000 Gald. The Dragon always gives 10,000 Gald plus any modifiers from Sephira, Blue Sephira, or Sheena's Money Bag. Defeat the Dragon as many times as you like to make this amount of money by exiting and reentering through the secret tunnel.

Presea's Childhood Friends

Available: After rescuing Colette from Rodyle.

These sub-events revolve around a few extra scenes involving Presea's past. Return to Meltokio and converse with Janet, the woman in the pink dress standing near the window in the house east of Zelos' house in Meltokio. Outside the house, continue the conversation when given the option.

Head to Sybak and speak to the researcher standing with his dog near the water's edge. When leaving the area, prod Presea into discussing the situation more. Return to Meltokio and speak to Janet again to conclude this series of events.

Joshua and Rosa

Available: After rescuing Colette from Rodyle.

Return to Sybak. A young man dressed in blue stands near the junk merchant in the bazaar area. Joshua gives Sheena the **Pink Pearl Ring**. Some time later, after clearing the Iselia Human Ranch stage, return to Altamira. While walking over the bridge toward the Elemental Railway, a young woman named Rosa stops the party and gives them 5,000 Gald to give to Joshua in Sybak. Return to Sybak as soon as possible and approach Joshua in the bazaar. He refuses to accept the money. Head to Meltokio and move a few feet down the street east of Zelos' house to encounter Rosa again. After learning a few facts concerning her situation, return to Sybak and tell Joshua the truth.

To conclude this little melodrama, return to Meltokio after the doctor event in Flanoir, and visit the slums. Joshua and Rosa greet the party, and the Pink Pearl Ring is returned to them.

Clara's Restoration

Available: After clearing the Remote Island Human Ranch.

Return to Izoold and visit the beach area. The party finally has a chance and the proper equipment to return Clara to human form.

The Uncle Game

Available: After clearing the Remote Island Human Ranch.

Speak to the man standing in the courtyard in front of Triet's inn to beta test a new mini-game being developed in the desert oasis town. Middle-aged men walk down the street. During the event, several of them are highlighted. When the men stop in a line, speak to the men that were specified, in the order they were shown. As the game progresses, the number of men highlighted increases. Again, you can use a VCR to record the sequence, then play it back before speaking to the men. Or, you can make notes regarding the hairstyle or hat worn by each man. After identifying 100 men, Lloyd receives the title "Midlife Crisis." Clear the game completely to receive **1980 Gald**.

Raine's Mother

Available: After the party clears the Iselia Human Ranch.

Use the Rheairds to locate the floating city of Exire, which can be found floating in the sky in one of three locations over the oceans of Tethe'alla. Proceed through the town and enter the first available building, a small stone structure on a raised area. Speak to the Elder inside the house. Then head all the way through the city until you find a lonely little hut on the next-to-last platform of the town. The woman across from the hut tells you not to enter. Inside is Raine's and Genis' mother, suffering from mental illness. After the scene, speak to the Elder outside and then return to the Elder's hut and receive **Virginia's Diary**. If you return to Virginia's Hut, she is gone.

The Wonder Chef makes an appearance in the multi-story building of Exire.

Raine Collapses

Available: After Mithos returns to Altessa's House from the Sybak library.

Visit Altessa's House, where Raine collapses. Choose the option to follow them. Mithos takes Genis to Fooji Mountains, where Lloyd overhears the conversation. During the events, Genis obtains the title "Friend."

Rescue the Princess!

Available: After clearing Latheon Gorge.

Return to Meltokio and speak to Sebastian at Zelos' house. A soldier summons Zelos to the castle, where the King informs everyone that Princess Hilda has been kidnapped. After further events at the Grand Tethe'alla Bridge, confront the Pope at Gaoracchia Forest. Defeat the Papal Knights to rescue the Princess. Zelos obtains the title "Princess Guard."

Furthermore, after the doctor event at Flanoir, return to Meltokio and speak with Sebastian at Zelos' House. Enter the castle and Lloyd obtains the title "Nobleman." When this title is equipped, Lloyd changes into a formal attire costume!

The action shifts to the Meltokio ballroom. When the receptionist claims that Lloyd's companion is waiting, choose another member of the party to receive their formal dress title and attire. In the ballroom, the other party members should be dressed in formal wear. Speak to three of them, and each obtains their formal attire title.

The Masked Swordsman

Available: After Zelos speaks to Seles at SE Abbey.

Return to Meltokio and approach Zelos' house. Zelos hides his beautiful face behind a mask and obtains the title, "Masked Swordsman."

Klonoa Costume

Available: After clearing Latheon Gorge.

Enter the Lezareno Company HQ at Altamira and speak to George in the president's office. The company needs a new mascot, and Presea fits the costume. Presea obtains the "Dream Traveler" title. When this title is equipped, Presea dresses like Klonoa from the videogame of the same name.

Meltokio Coliseum

Available: After Zelos speaks to Seles at SE Abbey.

Enter the coliseum matches at Meltokio. Survive the Beginner's Class as any character, and a second person appears behind the counter in the lobby. Speak to this person to enter party matches, where three characters can participate simultaneously. Conquering Beginner's Class in the single tournament opens Intermediate, and winning Intermediate opens Advanced Class. Win Advanced Class as any individual character to obtain a title for that character. A set of gels is received after winning Beginner's Class (Defeating Intermediate Class gets you a set of stat-boosting herbs.) A **Krona Symbol** is obtained for winning Advanced Class.

After using the Vinheim Key in the final stage, return to the Coliseum and win Advanced Class with each individual character to obtain powerful weapons. Win Advanced Class twice as Zelos to fight Seles, and defeat her to win the **Last Fencer** sword and the **Elemental Circlet**.

Win Advanced Class with the party to obtain an **Extreme Symbol**. Afterward, a boss fight occurs against *Tales* series characters Garr, Farah Oersted and Meredy. Defeat this dangerous trio to obtain the **Mumbane** armor, the **Star Cloak** and a **Krona Symbol**.

SINGLE CHARACTER ADVANCED CLASS PRIZES

CHARACTER	TITLE	WEAPON
Lloyd	Sword of Swords	Valkyrie Saber
Colette	Super Girl	Angel's Halo
Genis	Ultimate Kid	Final Player
Raine	Gladiator Queen	Crystal Rod
Sheena	Rose of Battle	Divine Judgement
Zelos	Grand Champion	Excalibur
Kratos	Conqueror	Excalibur
Regal	King of the Coliseum	Kaiser Greaves
Presea	Deadly Flower	Bahamut's Tear

Lost Child in Sybak

Available: After Zelos speaks to Seles at SE Abbey.

In this simple sub event, a child stands outside the inn at Sybak. Speak to the child to view a short event.

Another Side Job for Colette

Available: After the doctor event at Flanoir.

Enter Meltokio castle and speak to the maid standing on the mid-level of the chamber to the right of the throne room. Colette obtains the "Maid" title, which changes Colette's costume.

Genis Joins the Katz

Available: After the doctor event at Flanoir.

Enter the slum area of Meltokio. Follow the Katz to the rooftop to learn that a dying man wishes to speak to a Katz. Enter the item shop in Meltokio and speak to the Katz standing near the shelves to learn the sad truth.

Travel to Katz' Village, which is located on the island in the northwestern portion of Sylvarant. Speak to the Elder Katz on the highest platform in the village. Then return to Meltokio and speak with the old man. Genis obtains the title, "Katz Katz Katz", which changes his costume to a Katz' outfit.

Chief Igaguri Awakes!

Available: After the doctor event at Flanoir and after dueling with Kuchinawa.

Speak to Orochi outside the Chief's house in Mizuho to learn some startling news. After speaking to Orochi, speak to Tiga to get some additional news. Travel to the Temple of Lightning and return to the seal where Volt was summoned. After the scene, return to Mizuho to learn the Chief has awoken. Sheena obtains the title "Successor." Later in the game, use the Vinheim Key to enter the double doors in Vinheim to trigger the scene showing the party preparing for the final battle with Mithos. Then, go back to Mizuho and speak with the Chief to obtain the **Kannazuki** robe.

Beach Time!

Available: After the doctor event at Flanoir.

Enter Altamira and speak to the woman standing in front of the inn. Gather her four children who are "lost" in various areas of Altamira. Jo is standing at the far end of the beach, and Mary is at the concession stand, but will not go back until the other three daughters return. Beth is standing near the Elemental Railway docking point in the amusement park area. After speaking to her, return to the hotel and speak with the mother again. You have to go back to the amusement park and get after Beth to make her go back. Diana is standing near the signboard on level 2F of the hotel, but she will only respond if Zelos is the onscreen character. Once Jo, Beth and Diana have returned, go back to the beach and get Mary.

After gathering all the children, talk to the mother and enter the hotel and speak to either the manager at the smaller desk in the back of the lobby or the woman at the main desk. Lloyd obtains a swimsuit costume and the title "Beach Boy." When the manager says a friend is waiting, choose another character to receive their bathing suit costume and title. Two other characters also receive bathing suits and titles, determined by with whom Lloyd has the best relationships.

Hot Spring

Available: After the doctor event at Flanoir, Zelos is in the party.

Travel to the Hot Spring, which is located on the small island just north of the Temple of Earth in Tethe'alla. After the first scene, speak to the pastor again and choose the option, "Females." Colette, Sheena and Lloyd all obtain humorous titles.

The Shrine Maiden's Return

Available: After the doctor event at Flanoir, Zelos is in the party.

Return to Asgard and go to the stone stage area. After a series of events, Raine obtains the "Maiden" title, which gives her a new costume.

Darn that Aifread!

Available: After the doctor event at Flanoir, and Luin reaches the 11th stage of reconstruction.

After donating enough funds to restore Luin and continue its improvement to the next stage, head to the boat dock and speak to the man standing on the boat. This is the pirate Aifread, famous throughout Sylvarant. He bilks Lloyd out of 3000 Gald, then disappears. Now, leave town and re-enter.

Aifread reappears at the boat dock. Agree to Aifread's new contract, and Lloyd obtains the "Arggh, Me Hearties" title and a new costume. Aifread assigns Lloyd to look for a relic related to Spiritua.

Speak to the priests inside the House of Salvation near Asgard and Iselia, then visit the House of Salvation near Palmacosta's former location. Finally, head to the Thoda Island Sightseeing Boat Dock and speak to Auguste, who is standing on the dock. He gives Colette **Spiritua's Ring**.

Travel to Hima and speak to Aifread near the graveyard. If you accepted Lyla's Letter at Izoold, Aifread gives you **Aifread's Letter**. Take this to Lyla in Izoold to complete this series of events. Finally, speak to Max near his boat in the harbor to obtain **Aifread's Hat**, a strong armor for the head.

Secret of Noishe

Available: After obtaining the Elf Elder's Staff. (Until Heimdall is ruined - after the pact with Origin.)

Return to Heimdall and speak to the children to the right just inside the entrance to learn the truth about Noishe.

Meteor Storm Tech

Available: After obtaining the Derris Emblem.

Return to Heimdall and approach the two men arguing in the park in the east section of the first area. Genis obtains the devastating Meteor Storm tech and the "Mana Master" title.

Maxwell

Available: After obtaining the Derris Emblem.

Enter the floating city Exire. Move around the porch of the Elder's house and slip behind the building. Follow this secret passage around the back of the house to the left, descend the stairs and follow the over-extended path to a small graveyard. Equip each of the four members of the combat party with the Opal, Garnet, Aquamarine and the Ruby, then examine the lone grave marker in this area. The final summon spirit Maxwell appears. Defeat Maxwell to obtain the **Turquoise**, the ability to summon Birth, and the "Master Summoner" title for Sheena.

Corrine Returns

Available: After obtaining the Derris Emblem, dueled against Kuchinawa regardless of outcome.

Return to Iselia Village and view the skit titled, "Corrine is Calling Me." Continue to Martel Temple and revisit the chamber of the seal. Corrine reappears in a new form.

Regal's Master

Available: After obtaining the Derris Emblem.

Enter the castle at Meltokio and descend to the prison. Move down the left row of cells until Regal encounters an old convict. Regal is directed to the Hot Spring. At the Hot Spring area, move past the pastor near the gate and speak to old man Levin. Speak with Levin again when Regal reaches Lv 80 or masters all Techs. Levin awards Regal's growth with the most powerful greaves, **Dynast**.

Friend of Presea's Father

Available: After obtaining the Derris Emblem.

Enter Ozette and speak to Ralph, the man standing near the grave outside Presea's house. Speak to Ralph again when Presea has exceeded level 80 or learned all her Techs, and Ralph gives her the **Gaia Cleaver**.

Regal Bryant, Ultimate Chef

Available: After following Kratos to Heimdall after beating Pronyma and Yggdrasill.

Head to Meltokio and approach the two chefs to the left of the castle entrance. Regal learns the **Beef Stew** recipe from the Dark Chef, and earns the "God of the Kitchen" title and alternate costume. After Heimdall is destroyed, change the onscreen character to Regal and speak to the cooks at the Houses of Guidance in Tethe'alla and the cook near the windmill in Asgard to learn additional recipes.

Niflheim, The Underworld

Available: Procure the Sacred Stone from Vinheim.

Enter Sybak and examine the rear bookshelf of the library to find a mysterious book with a jewel on the cover. After speaking with the researcher, exit Sybak and head to Heimdall.

Speak with a green-haired elf near the destroyed windmill to learn how to destroy the Book of the Underworld. Head back to Sybak. Be sure to save your game at the inn before examining the book again.

After an urgent warning from Origin, the party enters Niflheim. There are three stages in Niflheim, each consisting of five levels with randomly generated floor plans. The party must clear level 15 and defeat the Living Armor boss to survive. Other unique monsters such as Medusa, Arch Demon and Hell Knight are also encountered in Niflheim.

Time is short in Niflheim. The amount of Soulfire displayed in the upper left corner of the screen constantly diminishes. When Soulfire reaches zero, the party is lost and the game ends. Soulfire increases whenever enemies are defeated or when the Sorcerer's Ring is used to light a brazier. However, firing the Sorcerer's Ring lowers the Soulfire count by 10 points, so do not miss! Examine the braziers to receive various benefits, but keep in mind that Soulfire diminishes more rapidly after doing so. Also, a benefit or handicap becomes effective with each new floor the party reaches.

Shoot Sorcerer's Ring devices with the Sorcerer's Ring to create bridges to cover gaps. Navigate around levels until you find the warp ring to the next floor. On red levels, you must defeat all the enemies before the warp ring appears. Move quickly through the floors and defeat the final boss to destroy the Book of the Underworld.

Yuan's Ring

Available: After defeating Rodyle at the Remote Island Human Ranch.

The party is taken to Palmacosta and then on to the Sylvarant Base. From there, fly to Hima and enter the town. The scene seems to show that Yuan is looking for something, but he eschews them. Go to the summit of Fooji Mountains where you discover that Yuan is looking for a ring. Head to the Palmacosta Human Ranch after completing Latheon Gorge and speaking with the Elven Storyteller. Lloyd finds Yuan there and gives him the ring.

FIGURINE BOOK

After defeating Kvar at the Asgard Human Ranch, speak to Harley in his workshop below Linar's House. Harley grants the Figurine Book to the party. Take this to Lloyd's dad Dirk at Dirk's House to begin the creation of figurines.

Figurines are made of pellets found in treasure chests and won by defeating certain enemies. There are four types of pellets: Pellets, Fine Pellets, Super Pellets and Rare Pellets. Rare Pellets are the hardest to obtain. Considering this, it may be impossible to create all figurines in a single game. Be sure to purchase the Figurines option in the Grade Shop when starting a replay game, so that your collection can grow from one game to the next.

Examine the stove in Dirk's House and choose the "Process Pellets" option to create figurines. Choose from the types of pellets in your possession, and enumerate the quantity of pellets to process for each type. If Rare Pellets are in your possession, list the quantity of Rare Pellets to process in addition. Rare Pellets cannot be processed alone. They can only be processed in combination with Pellets, Fine Pellets or Super Pellets.

Certain figures can only be processed using Rare Pellets, while others require one or two types of pellets processed simultaneously. In addition, some figurines do not become available until a certain part of the game. Like side quests detailed in the previous section, these portions of the game are called "Seasons." All 288 Figurines can be obtained in "Season 9," so, unless you want to, there's really no need to process pellets before that time.

Check the Figurine Book by using it in the Key Items screen of the Items menu after each processing session, to determine which figurines are missing and how to create them. When all figurines are collected, speak to Harley in Asgard and Genis receives the title, "Figurine Collector."

FIGURINE PROCESSING SEASONS

SEASON #	EVENT PERIOD
1	After Colette joins the party at Triet.
2	After clearing Palmacosta Human Ranch and defeating Windmaster at Asgard.
3	After clearing the Tower of Salvation in Sylvarant.
4	After clearing the Gaoracchia Forest.
5	After Colette is kidnapped at Ozette.
6	After visiting Katz' Village and Flanoir.
7	After clearing Tower of Salvation – Descent.
8	After the Doctor event in Flanoir.
9	After using the Vinheim Key at Vinheim.
*	Additional sub event required. Acquire alternate costume or defeat a boss.

SUGGESTED PELLETS

THE PELLETS REQUIRED TO CRAFT EACH FIGURINE ARE NOT SET IN STONE. THE CHANCE OF CREATING EACH FIGURINE IS HIGHER USING THE COMBINATION OF PELLETS LISTED IN THE TABLE BELOW, BUT NOT GUARANTEED TO WORK. P STANDS FOR PELLETS, F STANDS FOR FINE PELLETS, S STANDS FOR SUPER PELLETS AND R STANDS FOR RARE PELLETS. EACH FIGURE REQUIRES ONE QUANTITY OF EACH TYPE LISTED.

Figurine Processing Data

FIGURINE	PELLETS	SEASON
Lloyd Irving	P, R	1
Colette Brunel	P, R	1
Genis Sage	P, R	1
Raine Sage	P, R	1
Sheena Fujibayashi	P, R	3
Zelos Wilder	F, R	4
Presea Combatir	F, R	4
Regal Bryant	F, R	5
Kratos Aurion	F, R	1
Noishe	P, R	1
Lloyd (Formal Dress)	S, R	8*
Colette (Formal Dress)	S, R	8*
Genis (Formal Dress)	S, R	8*
Raine (Formal Dress)	S, R	8*
Sheena (Formal Dress)	S, R	8*
Zelos (Formal Dress)	S, R	8*
Presea (Formal Dress)	S, R	8*
Regal (Formal Dress)	S, R	8*
Lloyd (Pirate)	S, R	9*
Colette (Maid)	S, R	9*
Genis (Katz)	S, R	9*
Raine (Maiden)	S, R	9*
Sheena (Next Chief)	S, R	9*
Zelos (Masked)	S, R	9*
Presea (Klonoa)	S, R	9*
Regal (Chef)	S, R	9*
Kratos (Cruxis)	S, R	9*
Lloyd (Swimsuit)	S, R	9*
Colette (Swimsuit)	S, R	9*
Genis (Swimsuit)	S, R	9*
Raine (Swimsuit)	S, R	9*
Sheena (Swimsuit)	S, R	9*
Zelos (Swimsuit)	S, R	9*
Presea (Swimsuit)	S, R	9*
Regal (Swimsuit)	S, R	9*
Yggdrasill	F, R	4
Mithos	S, R	8
Martel	S, R	9
Yuan	F, R	6
Botta	F, R	6
Alfeisa	F, R	6
Tabatha	F, R	6
Remiel	P, R	1
Magnius	P, R	2
Kvar	P, R	3
Rodyle	S, R	7
Forcystus	S, R	7
Pronyma	S, R	8
Dirk	P, R	1
Phaidra Brunel	P, R	1
Frank Brunel	P	1
Sebastian	S	7
Seles	S, R	7*
Tokunaga	S, R	7*
Virginia	S, R	9*
Chief Igaguri	S, R	8
Tiga	F, R	5
Orochi	F, R	5
Kuchinawa	F, R	6
George	S	7
Alicia Combatir	S, R	7
Regal (Young)	S, R	7
Wharley	S	7
Abyssion	F, R	6*
Mayor of Iselia	P	1
Marble	P	1
Chocolat	P	2
Cacao	P	2
Dorr	P	2
Kilia	P	2
Clara	P	2*
Neil	P	2
King of Tethe'alla	F, R	6
Hilda	F, R	6
Pope	F	6
Kate	F, R	4
Undine	P, R	3
Sylph Sephie	S, R	7
Sylph Yutis	S, R	7
Sylph Fairess	S, R	7
Efreet	S, R	7
Gnome	F, R	6
Volt	F, R	6
Celsius	F, R	6
Luna	S, R	7
Aska	S, R	7
Shadow	S, R	7
Maxwell	S, R	9
Origin	S, R	8
Corrine	P, R	3
Verius	S, R	9*
Lloyd's Imposter	P, R	2*
Colette's Imposter	P, R	2*
Genis' Imposter	P, R	2*
Raine's Imposter	P, R	2*
Nova	P	3
Sarah	P	3
Alduin	P	3
May	P	3
Max	P	2
Lyla	P	2

FIGURINE	PELLETS	SEASON
Aifread	S	8*
Koton	P	2
Harley	P	2
Linar	P	2
Aisha	P	2
Sophia	P	3
Pietro	P	3
Elven Elder	S	8
Storyteller	S	8
Gnomelette	F, R	6
Unicorn	P	3
Wonder Chef	F, R	5
Dark Chef	S, R	8*
Alicia (Monster)	S	7
Clara (Monster)	P	3
Raine (Desian)	P, R	3
Sheena (Desian)	P, R	3
Pastor Marche	P	3
Candy	P	2
Mayor of Asgard	P	2
New Mayor of Luin	F	6*
New Mayor's Daughter	F	6*
Doctor of Flanoir	F	6
Elder of Exire	S	9*
High Pastor Auguste	S	8*
Mighty	P	2
Holess	F	6*
Janet	F	5*
Levin	S	9*
Vice	S	7
Noah	S	7
Grace	S	8
Joshua	S	7*
Rosa	S	7*
Norton	F	5
Ralph	S	9*
Wells	F	6
Mother of Four	S	8*
Beth	S	8*
Diana	S	8*
Mary	S	8*
Jo	S	8*
Crawly	S	8
Ricardo	S	8
Aaron	S	9
Desian Male	P	3
Desian Ranger	P	3
Desian Mage	P	3
Desian Female	P	3
Renegade	F	4
Militia (Iselia)	P	1
Farmer (Iselia)	P	1
Pastor (Iselia)	P	1
Ranch Prisoner 1	P	1
Ranch Prisoner 2	P	1
Ranch Prisoner 3	P	1
Boy (Triet)	P	1
Girl (Triet)	P	1
Man (Triet)	P	1
Woman (Triet)	P	1
Fisherman (Izoold)	P	2
Soldier (Palmacosta)	P	2
Receptionist	P	2
Tour Guide	P	2
University Dean	P	2
University Student 1	P	2
University Student 2	P	2
University Scholar	P	2
Steamship Captain	P	2
Steamship Crewman	P	2
Adventurer Katz	P	1
Katz	P	1
Junior Katz	S	7
Businessman Katz	P	2
Elder Katz	S	7
Boy (Sylvarant)	P	1
Girl (Sylvarant)	P	1
Man (Sylvarant)	P	1
Woman 1 (Sylvarant)	P	1
Woman 2 (Sylvarant)	P	3
Man 2 (Sylvarant)	P	1
Man 3 (Sylvarant)	P	3
Woman 3 (Sylvarant)	P	3
Old Man (Sylvarant)	P	1
Old Woman (Sylvarant)	P	1
Traveler (Sylvarant)	P	3
Peddler (Sylvarant)	P	2
Chef (Sylvarant)	P	3
Doctor (Sylvarant)	P	3
Maid (Sylvarant)	P	3
Swordsman (Sylvarant)	P	3
Mage (Sylvarant)	P	3
Adventurer (Sylvarant)	P	3
Pastor 1 (Sylvarant)	P	3
Pastor 2 (Sylvarant)	P	4
Minister (Tethe'alla)	F	4
Commander (Tethe'alla)	F	4
Soldier (Tethe'alla)	F	4
Papal Commander	F	4
Papal Knight	F	4
Zelos' Groupie 1º	F	4

FIGURINE	PELLETS	SEASON
Zelos' Groupie 2	F	4
Coliseum Receptionist	F	6
Coliseum Announcer	F	6
Nobleman 1 (Meltokio)	F	4
Noblewoman 1 (Meltokio)	F	4
Nobleman 2 (Meltokio)	F	4
Noblewoman 2 (Meltokio)	F	4
Peasant Boy (Meltokio)	F	4
Peasant 1 (Meltokio)	F	4
Peasant 2 (Meltokio)	F	4
Prisoner Assassin	F	4
Laboratory Director	F	5
Laboratory Student 1	F	5
Laboratory Student 2	F	5
Laboratory Scholar 1	F	5
Laboratory Scholar 2	F	5
Laboratory Graduate 1	F	5
Laboratory Graduate 2	F	5
Half-Elf Scholar 1	F	5
Half-Elf Scholar 2	F	5
Laboratory Scholar 3	F	5
Laboratory Researcher	F	5
Kage	F	5
Boy (Mizuho)	P	5
Girl (Mizuho)	P	5
Man (Mizuho)	F	5
Woman (Mizuho)	P	5
Lumberjack (Ozette)	F	5
Boy (Ozette)	P	5
Girl (Ozette)	P	5
Man 1 (Ozette)	F	6
Woman 1 (Ozette)	P	5
Man 2 (Ozette)	F	6
Woman 2 (Ozette)	P	5
Boy (Flanoir)	P	6
Girl (Flanoir)	P	6
Man 1 (Flanoir)	P	6
Woman 1 (Flanoir)	P	6
Man 2 (Flanoir)	P	6
Woman 2 (Flanoir)	S	7
Old Man (Flanoir)	F	6
Company Employee	S	7
Company Security	S	7
Manager	S	7
Bunny Girl	S	7
Mascot Character	S	7
Male Staff (Altamira)	S	7
Boy (Altamira)	S	6
Vacationing Man	S	7
Vacationing Woman	S	7
Elf Guard	S	8
Elf Man 1	S	8
Elf Woman 1	S	8
Elf Man 2	S	8
Elf Woman 2	S	8
Half-Elf Boy	S	9
Half-Elf Man 1	S	9
Half-Elf Woman 1	S	9
Half-Elf Man 2	S	9
Half-Elf Old Man	S	9
Half-Elf Old Woman	S	9
Male Angel	S	8
Female Angel	S	8
Boy (Tethe'alla)	F	4
Girl (Tethe'alla)	F	4
Man 1 (Tethe'alla)	F	5
Man 2 (Tethe'alla)	F	4
Woman 1 (Tethe'alla)	F	4
Woman 2 (Tethe'alla)	F	4
Man 3 (Tethe'alla)	F	5
Woman 3 (Tethe'alla)	F	5
Old Man (Tethe'alla)	F	4
Old Woman (Tethe'alla)	F	4
Traveler (Tethe'alla)	F	4
Peddler (Tethe'alla)	F	5
Chef (Tethe'alla)	F	4
Nurse (Tethe'alla)	F	6
Maid (Tethe'alla)	F	4
Swordsman (Tethe'alla)	F	4
Mage (Tethe'alla)	F	5
Pastor 1 (Tethe'alla)	F	6
Pastor 2 (Tethe'alla)	F	6
Dog	P	1
Cat	P	3
Pigeon	P	3
Bush Baby	S	9

PELLET PILE-UP

Equip Colette's "Item Getter" skill and steal all the pellets using her Item Thief tech. Steal pellets from the following monsters:

Pellets: Jellyfish in Meltokio Sewers
Fine Pellets: Giant Snail in Temple of Earth
Super Pellets: Lobo in Temple of Ice
Rare Pellets: Phantom Knight in Derris-Kharlan

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ISBN: 0-7440-0403-9

Library of Congress Catalog No.: 2004107825

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 04-1 shows that the first printing of the book occurred in 2004.

07 06 05 04
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Acknowledgements

The author wishes to greatly acknowledge the contributions of the following individuals, without whom completion of this guide would have been impossible: Thanks to Leigh Davis, for being open and willing to let me try new things in my writing whenever the idea strikes me. Very special thanks to Michael Owen, for capturing all the screenshots for the walkthrough, arranging them, and taking care of that major aspect of the book this time. Special thanks to Christian Sumner and Mike Degler for taking a sincere interest and fighting to make this book everything it could possibly be. Thanks especially to Tim Johns and Tara Samuels at Namco for answering so many of my ultra-specific questions, and a big thanks to Nao Higo at Namco for lending me his book. And last but hardly least, a very big thanks to my wife Laura for giving me the pep talks I needed to get through this project healthy and sane on what little sleep I took.

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Dan Birlew is a graduate of the University of Texas. He lives in Southern Nevada with his wife of 11 years. Dan is the author of over 30 strategy guides published by BradyGames, some of which cover other Namco titles such as *Xenosaga Episode I: Der Wille Zur Macht.*

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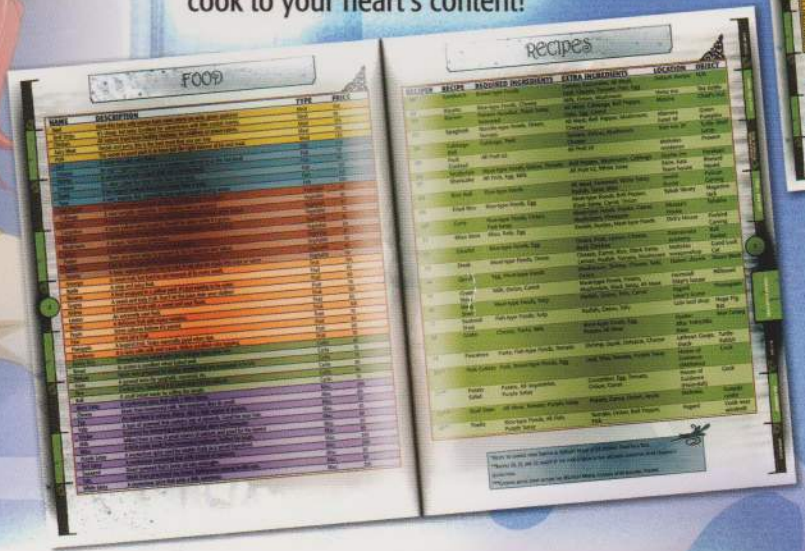

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